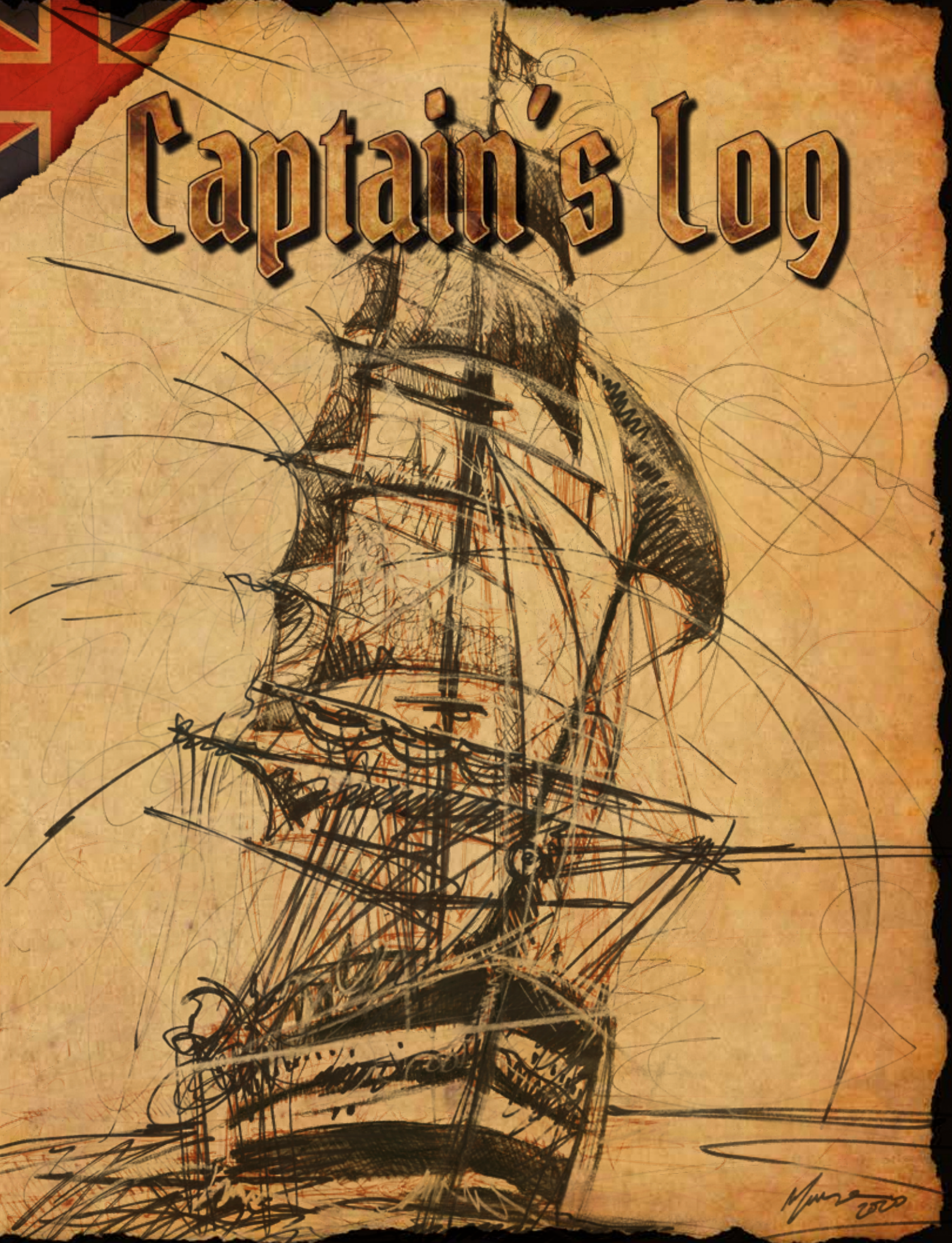


Captain's Log



M. J. 2000

What is Captain's Log?

This open-world game is for 1 to 4 players, takes 1 to 4 hours to play, and is suitable for ages 14 and up. You will assume command of a colonial ship and compete to become the most renowned captain of all time.

The game begins with the choice of your ship. Set sail with either a light and fast ship, a balanced one, or a slow but powerful one.

With your ship, set out to become the most renowned captain across the seven seas and achieve lasting fame. How? You can transform your ship into a dreaded warship or the fastest sailing vessel ever imagined. You can board and plunder, trade, recruit crew members, upgrade your weapons, and manage your cargo, take on missions for rewards, explore the ocean in search of a great treasure, and fight left and right or side by side. But above all... Achieve eternal glory!

After all, it is a *sandbox game*, so you set your own limits—or rather, the table does.

As you journey and explore, you will encounter not only ships captained by your "friends" (as we all know, friendships do not always count in board games), but also ships from the different nations featured in the game: Spain, the Netherlands, France, England, the Pirates, corsairs and other legends. During the game, you can choose to join one of these nations and enjoy their unique benefits. But beware—your actions might also create enemies, who will hunt you down for revenge.

Can you be a pirate and still ally with another nation? Absolutely! You will sign a letter of marque with that nation and become a corsair. This way, you can continue your misdeeds while sparing the ships of your "loyal" nation.

As the game progresses, be ready to face not only enemies, but also the merciless sea and weather. A storm may catch you off guard, the wind may fade, or the tide may rise or fall... The weather is unpredictable.

At the end of this "logbook", if you reach the required fame before the other players, you will rise as the most legendary captain in the history of the Caribbean Sea!

READ THIS FIRST

Cards may modify the rules and take priority over them.

A number with a "K" equals one thousand units of that number.

For example: 1K = 1,000 doubloons.

When dividing, always round in a way that is unfavorable for the player, with a minimum of 1.

Example 1: If you must pay 1,500 doubloons, you need to give 2,000 doubloons because there are no 500 coins. However, if you are supposed to receive 1,500, you only get 1,000.

Example 2: If for some reason your movement is halved and you have a movement of 7, you can only move a maximum of 3 hexes.

Example 3: If you must split half of your goods and you have 2 units of silver and 1 unit of tea, you will keep 1 silver and 1 tea.

NPC: Non-Player Character.

PC: Player Character.

When the game refers to "nations", it means all NPC.



Pirates/Corsairs behave differently from other nations.

A "number", a "D" and a "number" indicate the number and type of dice.

For example: 3D12 = three twelve-sided dice

Reputation: The favor you hold with different nations.

Fame: Points needed to win the game.

Expert Mode: All text within a green box like this refers to Expert Mode. Ignore the green boxes in the Standard Mode.

Goal of the Game

The goal of the game is to earn **Fame Points**. The game ends when a player reaches the number of Fame Points agreed upon before starting.

To enjoy all the eras, we recommend aiming for 21 points, though you can adjust the fame requirement up or down to change the game's length.

How to Earn Fame Points

- 1 Collecting 2 barrels = 1 Fame Point.
- 1 3 barrels in games with 1 or 2 players.
- 2 Sinking or destroying a PC/NPC.
- 1 Successfully boarding a ship
- 4 Selling 4 identical goods in the market (excluding wood).
- 5 Completing missions.
- 6 Discarding 4 missions of the same type (e.g., 4 Transport missions).
- 7 Increasing your ship level/upgrades as indicated on the player board.



Components



Kraken



Schooner: 4 ships - PC



Brigantine: 4 aggressive NPC ships



Caravel: 4 merchant NPC ships



Ship of the line: 4 defensive NPC ships



White Whale



14 twelve-sided dice / 1 twenty-sided die



This rulebook



13 Treasure cards



83 Mission cards



27 Event cards



7 Wind/North cards



46 PC - NPC cards



4 Summary cards Fame/Reputation



4 Summary cards PC/NPC



1 War card



4 Double-sided PC boards "A-B"



24 Map tiles



4 Double-sided Market boards "A-B" and 4 market indicators



1 Double-sided Scoreboard "A-B"



1 Double-sided Reputation board "A-B"



18 Fortress markers



2 Fog tiles



36 Barrels/Time counters



25 Green cubes (tea)



25 Gray cubes (silver)



25 Pink cubes (cotton)



25 White cubes (sugar)



25 Wooden cubes (wood)



15 Yellow cubes (oil)



30 Black cubes (cannon/crew)



30 Red cubes (fire)



30 Blue cubes (water)



20 Green markers



20 Blue markers



20 Orange markers



20 Purple markers



4 Delimiters / Keels



30 Damage and wounds



24 Flags



62 Doubloons



1 Time marker
1 Endgame marker



24 NPC bases



1 Cargo tower



31 Capitan cards



4 Reward cards



1 Tavern and Shipyard board "A-B"



4 Oil marker



6 Destroyed ship markers



1 Cloth bag



44 Crew upgrades



16 Nation upgrades



24 Unexplored zones tiles



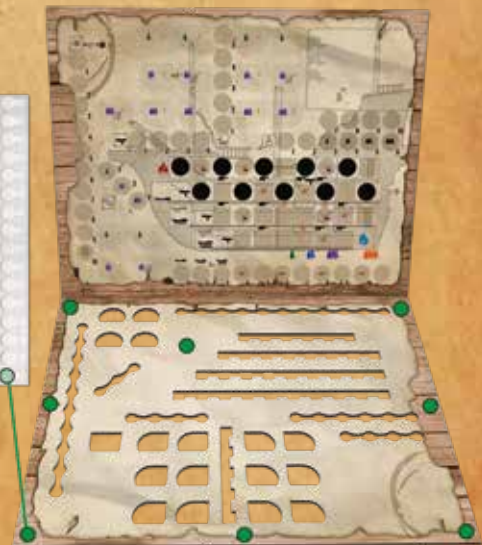
12 Fishing tokens





16 Ammunition upgrades




36 Stickers for PC boards




Rules Not Used in Standard Mode

Ignore any rules involving boarding  and crew  icons in the standard game.

If you draw a card or element with these icons, skip them but apply the rest of the effects.

 Unique boarding rewards are not available to players in standard mode.

During setup, remove map tiles 22, 23 and Calm, the Calm card, and all monsters except the Kraken.

These components are optional  and slightly change the gameplay.

Some missions might be impossible to complete due to certain conditions—either because they require another player (2 missions of this type), require boarding a ship (1 mission) or involve one of the removed tiles (22 and 23). Drawing one of these missions is simply bad luck, and on this occasion the tavern had further job offers.

Images of elements to be removed:



Game Setup:

Standard mode is the foundation of the game; it provides the basic rules necessary for a correct gameplay. This means you are free to add any rules from expert mode if you wish.



- | | |
|---|--|
|  Game board setup |  Reputation board |
|  Wind/North deck |  War card |
|  Market |  Scoreboard |
|  Cargo tower |  Player board |

1 Game board setup

Shuffle the map tiles. Reveal a number of tiles equal to the number of players and place them in the center of the table. The image above shows a 3-player setup.

If table space is limited, place the remaining tiles face down around the initial ones.

This layout defines the play area from the start, making it ideal for smaller tables as the map's footprint remains fixed throughout the game.

Dynamic map: The setup is explained in page <?>

2 North deck

Shuffle the **North deck** and reveal the top card.

3 Market boards

Randomly arrange the 4 Market boards, ensuring all boards show the same side (either Side A or Side B). Then, roll a 1D12 for each board to determine the number of goods to be placed on it.

Fill the rows of each board with cubes of the corresponding color, placing them from left to right and top to bottom. Follow the example shown on the right.

Place all remaining goods aside to form the general supply.



4 Place the **Cargo tower** on one side of the table where all players can reach it. Page 20

5 Reputation board

Place the Reputation board on the table with side "A" facing up. The Tavern and Shipyard boards are also located on this side.

Then, place one marker from each player in each of the five spaces in the "0" column of the Reputation board.



5 If you wish to use the **Reputation board** on side "B", you also need to add the Tavern and Shipyard board.

Place the **Tavern and Shipyard board** on side "A" or "B" as well.

Shipyard:



1 Place one level 3 Ship card in each designated space, according to the seal on its deck.

Then, place the level 2 Ship cards on top of level 3 Ship cards from the matching decks (seals).

Refer to the example to place them correctly, making sure not to cover the name, price, or type of the level 3 Ship.

Tavern

2 Officer and Specialist upgrades: Randomly draw enough upgrades from the bag to fill the 9 officer or specialist upgrade slots.

3 Nation upgrades: Place nation-specific upgrades in the spaces reserved for each nation's flag. These upgrades remain the same in every game.

6 Place the **War card** near the reputation board, either on side "A" or side "B" if you wish to customize which nations are at war.

Page 6

War Card

This card shows which nations are at war during the game. NPC attacks other NPC or PC from enemy nations.

Side "A"



This card represents the Battle of Trafalgar in 1805. In this setup, England is at war with Spain and France. Additionally, all nations are at war against the Pirates.

Side "B"



You can decide which nations are at war by placing their flags on this side.

Nations are not required to be in conflict; however, as with Side A, all Nations remain at war with the Pirates.



7 Scoreboard

Place the **Scoreboard** on side "A".

Scoreboard on side "B".




Discard

Discard

(Scoreboard side "A")


1 Treasure zone: Shuffle the 3 decks separately and place one card from each face down, as shown. Return the remaining cards to the game box without looking at them.

2 Scoring zone: Each player places a marker of their color on the starting position "0".

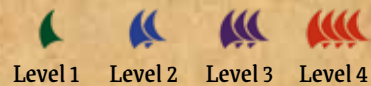
Place the endgame marker on the agreed-upon target score. For the first game we recommend 5-7 points. 

3 Shuffle the Event deck and place it face down here.



4 Shuffle the Mission deck and place it face down here.



5 Set the time marker on the first Day space. 



6 Zone for NPC ships



- Separate ships by level.
- Shuffle level 3 and level 4 ships into a single deck.
- Shuffle level 2 ships and place them on top of the previous deck.
- Shuffle level 1 ships and place them on top of the previous deck.

Optional: For a better control when revealing new NPC, separate the ships into two decks based on their colored seals.  

At the start of the game, the first and third players each draw one ship from deck  to use as a PC card and another from deck  to use as an NPC.

The second and fourth players each draw a ship from deck  to use as a PC and another from deck  to use as an NPC.

Player Board "A" - Standard



Player Board "B" - Expert



8 Player board

Each player takes:

- 1 One **player board** with side A facing up (Standard).

A **player board** with side B facing up (Expert)

Players may choose to play with different "A-B" boards, each offering unique advantages and disadvantages.

- 2 One **ship miniature** of each type. There are 4 different types.
- 3 The PC and NPC bases, numbered 1 through 4 to match the player turn order.
- 4 Each player's ship is shown in the upper right corner.

To use board "B", draw a ship card worth 10,000 doubloons from one of the following options: Nao, Hulk or Carrack.

Players 1 and 3 draw from deck

Players 2 and 4 draw from deck

- 5 One **random, unrevealed NPC ship card**.

The NPC card must be drawn from the deck opposite to your ship's deck:

Players 1 and 3 draw from deck

Players 2 and 4 draw from deck

After distributing the level 1 cards, shuffle the remainder and place them on top of the level 2 cards on the scoreboard.

- 6 **3,000 doubloons** (to be spent at the tavern and shipyard).
- 7 All **markers and components** in your assigned color.
- 8 **Two cannons** (black cubes).
- 9 **One delimiter/keel**.
- 10 Place a marker in your color on the draft track according to your ship type.

- 11 Place a marker in your color on the crew track to indicate your initial crew. All players begin with 3 crew members.

- 12 Choose one of your 3 Captain cards. Adjust the reputation based on the War card, and then return the others cards to the Captain deck.

Player Board "A-B"

For your first games, we recommend using the side "A" (standard). This side has simpler iconography to help you understand the game. It also includes predefined upgrades you can purchase to guide your decisions.

Player markers track acquired upgrades on the standard board, while physical components do so on the expert board.

Players may choose different boards for the game: some may use standard board (A) while others use the expert board (B)

- 1 **Cannon upgrade:** Tracks the number of improved cannons on your ship.
- 2 **Officers:** Slots for upgrades. The level requirement must be met to equip them.
- 3 **Sails level: The marker increases by 1** each time the sails are upgraded. The maximum number of sails is shown on both the card and on the ship's level.
- 4 **Specialists:** Space to indicate specialist upgrades. The level requirement must be met.
- 5 **PC card position:** The board displays the attributes for the 3 available ship models during the game. Below, you find the cost to upgrade to the next available model or level.

On side "B", place your PC card here for easy reference to your ship attributes.

Player Board "A" - Standard



Player Board "B" - Expert



5 Player card (PC)



1 **Defense/Life:** The ship's ability to block ranged attacks / Damage the ship can take before sinking.

2 **Crew/Upgrades:** Maximum crew capacity / Maximum number of combined officer and specialist upgrades.

*Ammunition does not count towards this limit.

3 **Movement/Sails:** Number of hexes a ship moves / Number of times this attribute can be upgraded.

4 **Turning:** Penalty based on the ship's orientation at the start of its movement.

5 **Name/Value:** Ship model / Value in shipyard.

Ships without a value cannot be purchased or found in the shipyard.

6 **Level/Draft:** Era of the ship and its draft (depth).

7 **Image:** Visual representation of the actual ship.

8 **Deck:** Position indicator for ship cards.



6 Officer and Specialist upgrade: This extra slot allows you to place a seventh Officer or Specialist and gain 1 Fame Point.

7 Rowboat: Each time you acquire a rowboat, increase this indicator by 1. The limit is indicated by the number of icons visible on the ship.

Crew: Number of sailors on board. If it reaches 0, the ship is considered destroyed. You may exceed 10/20 crew members by placing a second marker.

9 Long-range cannons: It allows you to fire cannons without the penalty for not being adjacent to the target.

10 Keel: Used to indicate the ship's dimensions, as shown on the PC card.

11 Ship capacity: The area outlined by the keel shows the ship's cargo capacity. Each slot in this area represents the load capacity.

Cargo may only be placed in slots that are fully visible. Some ship models partially cover certain slots.

All icons within the outlined area indicate the upgrades available for that ship model.

12 Ammunition storage: The area reserved for storing the different types of ammunition you acquire.

13 Draft: The hull depth, which limits the ship's movement through certain areas on the map.

Iconography Printed Inside the Ship:

Level icon: Indicates the level requirement needed to acquire that upgrade.

Gunport: A specific space for placing a cannon. If a cannon is not placed in a Gunport, it cannot fire.

You may place cargo in a gunport; in that case, it counts as an occupied space instead of a cannon.

Cannon: This icon within the area outlined by the keel represents the maximum number of cannons the ship can use to attack.

Damage: If your ship is destroyed, it reappears with water damage equal to the number of damage icons shown in the outlined area.

Fame: Reaching a space with this icon grants you 1 Fame Point.

Crew: The number of sailors on board.
The level icon indicates the ship's starting crew.

Rowboat: This icon within the outlined area shows the maximum number of rowboats that the ship model can carry.

Cabin: A reserved space for this upgrade. If no acquired, it may be used to store cargo.



Placing the Delimiter or Keel

The **keel** is used to show the ship model.

Place it according to the level (vertical line) and draft (horizontal line) indicated on the PC card.



Ship weight

For every 5 cubes (of any type), the ship's weight increases, raising the draft by 1.

Cylinders representing upgrades do not add weight to the ship.

Draft

Draft represents how deeply the ship sits in the water.

As the ship becomes heavier with cargo, its draft increases. This may restrict passage through certain zones and reduce movement (as indicated on the Player Board).

Ships with draft levels 2, 5 and 3 already have their first penalty applied to the attributes on the PC card, so no additional penalty applies.



There are 5 types of draft:



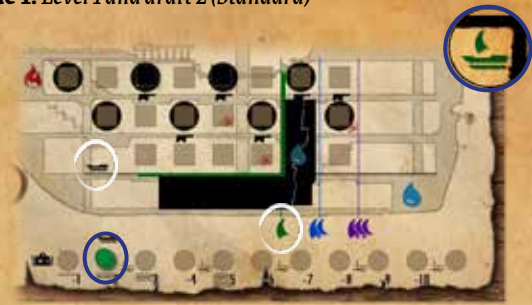
After selecting a ship, place a marker on the draft level indicated by the card.

Base crew

When choosing a ship, you start with as much crew as the level indicated on the card.

Keel placement examples

Example 1: Level 1 and draft 2 (Standard)

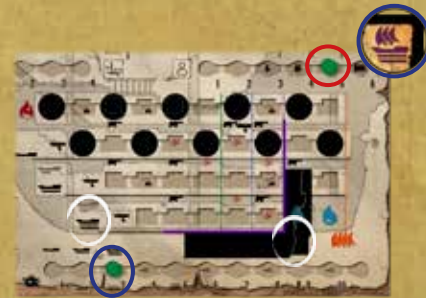


In the example above, we see a level 1 ship with a draft of 2. This setup is represented by the keel.

Within the outlined area, there are 15 cargo slots, 6 of which are gunports.

There are also 4 cannon icons, indicating the maximum number of cannons this ship can use.

Additionally, there are 2 damage icons. If you are destroyed, you reappear with 2 water damage.



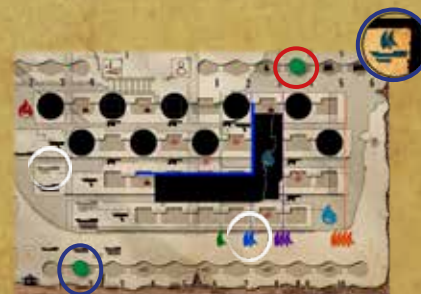
Example 2: Level 3 and draft 3.

Within the outlined area, there are 26 cargo slots, 8 of which are gunports.

There are also 8 cannon icons, indicating the maximum number of cannons this ship can use, 4 rowboat icons, and 5 cabins.

Additionally, there are 6 damage icons. If you are destroyed, you reappears with 6 water damage.

Example 3: Level 2 and draft 1,5.



Within the outlined area, there are 13 cargo slots, 7 of which are gunports.

There are also 5 cannon icons, indicating the maximum number of cannons this ship can use, 1 rowboat icon, and 2 cabins.

Additionally, there are 3 damage icons. If you are destroyed, you reappears with 3 water damage.

Start of the Game

Starting player

The starting player is the person who most recently watched a pirate movie or was the last to drink rum. If there is still a tie, choose the starting player at random.

Initial placement on the game board

- In reverse turn order, each player places a marker in their color on a numbered hex of their choice within the visible map.

This is your starting location. Players may now spend as many doubloons as they wish at the neutral shipyard and tavern.

Each hex can only be chosen by one player.

- The Starting Player places their ship miniature in their chosen orientation, and the game begins. On their turn, each remaining player replace their marker with their ship miniature.

This rule is important to balance the turn order.



General Game Sequence

The game is played over a series of rounds and ends once a player reaches the Fame Point target set at the start of the game.

Each round consists of the following steps:

1. Individual player turn
 - A) PC turn
 - B) NPC turn
2. Advancing the time marker

1. Individual player turn

A) PC turn

You may perform one of the following combinations:

Movement + Action

Action + Action

Action + Movement

Anything that does not involve movement counts as an action. You may perform the same action twice, but you can only move once per turn.

You can perform any number of free actions.

B) NPC turn

Each player is assigned 1, 2 or 3 NPC (depending on the number of players), which they must activate during the game.

Just like a PC, an NPC can take up to 2 actions before its activation ends. Once finished, the turn passes to the next NPC or PC.

If a player has multiple NPC to activate, the player must always activate them in the same order in which they entered the game. Page 24

2. Advancing the time marker



After all PC and NPC have finished their turns, advance the time marker.

This marker tracks day or night, impacting gameplay. Each time the marker enters a "Day" space, reveal a new Event card. If the marker reaches the final space, it returns to the first space of the track.



Day: When the marker reaches a space with this icon, draw an **Event card**. Certain abilities or missions are affected during the day.



Night: Some abilities or missions are affected during the night.

At the end of each round, rotate all time counters and barrels in play on the map tiles.



Movement

The basic rules to keep in mind for movement are:

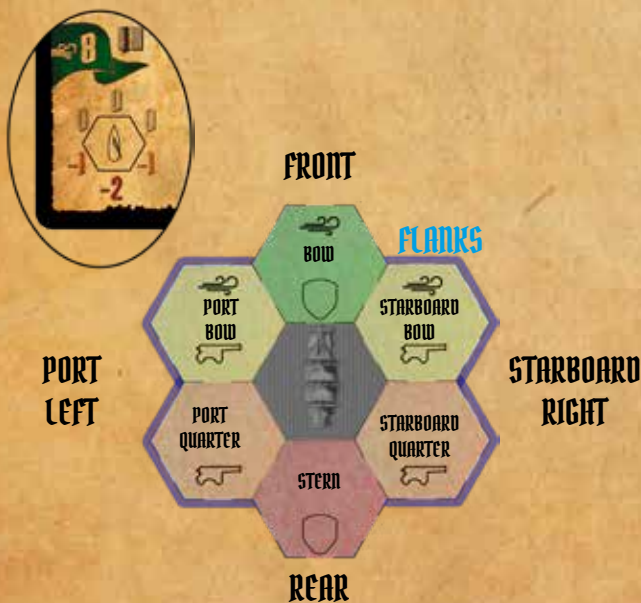
- A ship may move a number of hexes up to the limit indicated by its sails. This limit may be affected by **turning**, **wind** or **draft**.
- Sailing over islands (land areas) is not allowed.
- Performing a non-free action ends the ship's movement. Any remaining movement is lost.
- You may not end your movement on a hex occupied by another miniature.
 - You may pass through from a hex occupied by another miniature and collect goods.
 - If you pass through a hex with an enemy NPC (ship or monster), the NPC attacks you using its cannons or ability.
 - If it's a PC, the player may choose whether to fire at you.
 - If an NPC has no alternative route and must pass through an enemy hex or PC, it follows the same rules.

Turning

The base of a ship is hexagonal and represents the ship's orientation: front (bow), flanks (starboard and port) and rear (stern).

At the start of its movement, a ship may choose which direction to sail in, applying the corresponding modifier.

The **PC card** is always oriented toward the ship's bow, **regardless** of how the miniature is facing on the board.



Wind

Wind is essential for sailing ships, and sailing with or against the wind provides modifiers similar to turning.

Wind shifts throughout the day and only applies at the start of your movement. Check the Wind card and apply the indicated bonus or penalty once (at the beginning of your movement), in your chosen direction.

Note: The Wind card changes with certain events.

Designer's note: Some players prefer to shuffle the Wind card each time it changes to make the game more random.



Calm card



The Calm card may seem to give certain ship models an advantage. It is separated from the others to prevent this misunderstanding until players understand how heavier ships (draft -3) work.



Sandbanks


On the game board, some areas contain shallow waters marked by sandbanks. A ship may not pass through a sandbank if its draft is less than the value indicated.

Example: If a ship's draft is "-3", it cannot pass through sandbanks marked as "-2" or "-1", but it can navigate through sandbanks marked as "-3" or "-5".

If a PC becomes stranded with no possible way out, the player may voluntarily destroy their ship, lose the entire turn and accept the consequences of being destroyed. Page 19.

Movement example

When starting your movement, you must add:

- 1°- The ship's total movement 
- 2°- Modifiers (upgrades, draft)
- 3°- Turn the miniature in the direction you wish to sail (turning)
- 4°- Wind

Once this value has been calculated, no further modifiers apply. This is your available movement.

Right option (green)

Your ship's movement is 8, and you have no upgrades or draft penalties. Since you can always move to the three front hexes without a turning penalty, you apply the +1 movement from the wind, for a total of 9 movement.

$$\text{Movement} = 8 + 0 + 0 + 1 = 9$$

Left option (orange)

Your ship's movement is 8, and you have no upgrades or draft penalties. You decide to rotate your ship 180° and place the bow where the stern previously was. With this maneuver, the ship is penalized with a -2 movement and now the wind imposes an additional -2 movement penalty.

The movement calculation is 8 minus both penalties, which gives you a total of 4 movement.

$$\text{Movement} = 8 + 0 - 2 - 2 = 4$$

Important

When you move your ship, keep the miniature facing the direction of movement, as shown in the example.

Apply modifiers such as wind and turning only once, and always at the start of movement.



Examples of complete movement

Below are examples that include factors such as draft, sandbanks, wind, and barrels.

Your ship is on a mooring, so it does not incur any turning penalty. Your base movement is 7, and you want to reach the mooring on tile 21.

- **Right option (red):** If you choose this route, your movement reduces to 5 due to the -2 penalty from the wind. You need another turn to reach your destination.

$$\text{Movement} = 7 + 0 + 0 - 2 = 5$$

- **Left option (green):** With the +2 wind bonus, your total movement is 9. You pick up the barrel and collect the goods. You have two base cannons and add 3 cargo cubes, for a total of 5 loads. Your draft increases from -3 to -4. Now you cannot cross the sandbank (-3), so you continue and moor in the Dutch port. You need one more turn to reach your final destination.

$$\text{Movement} = 7 + 0 + 0 + 2 = 9$$

- **Central option (blue):** You have the same advantages as in the green option. However, you choose not to collect all the cargo from the barrel and leave the wood behind. The ship's weight does not increase, so your draft still allows you to pass through the sandbank (-3) and reach the mooring on tile 21.

$$\text{Movement} = 7 + 0 + 0 + 2 = 9$$



Actions

- Explore
- Inaction
- Trade
- Interact
- Fire or Ranged Combat (RC)
- Repair

- Boarding or Melee Combat (MC)

Free Actions

- Pick Up
- Throw Overboard
- Organize the Ship

- Ramming
- Cornering
- Fishing

Explore

Line of sight

Even though the lookout can observe 360°, there are areas hidden from view.

- Islands block the line of sight.
- Ships or monsters do not block the line of sight.
- A hex containing land is treated as fully occupied, even if the land is not fully depicted in the illustration.
- An element partially concealed by an island is considered hidden, and the line of sight is blocked. To determine visibility, draw a straight line from the center of your hex to the center of the target hex. If the line is interrupted by any element, the target is considered out of line of sight.
- Islands are shown with solid lines; water is shown with dashed lines.



Revealing a map tile

The ship's lookout is always watching the surroundings.

- This action allows you to expand the game board and reveal tiles within line of sight and up to **three** hexes away from your ship.
- Reveal tiles from the closest hex to the farthest.
- With a single Explore action, you may reveal as many tiles as you wish.
- After revealing a map tile, immediately place any indicated barrels and fortresses.



Barrels



They represent floating wreckage that has not yet sunk. When you reveal a map tile with barrels, place a random barrel face up, showing the number based on the time (day or night), without looking at the underside.

To pick up a barrel, move over it and spend 1 movement point.

Barrels are numbered from 6 to 1, but this numbering is not used in your first games. See "Floating Rules" page 14

Flotation rules

Barrels are numbered from 6 to 1. This number indicates how long it takes for the barrel to sink and disappear.

When placing a barrel, set it with the number 6 (Day) or 5 (Night) facing north on the game board.

Each time the time maker advances, rotate all barrels to the right to show how much time remains before they sink.



If a barrel reaches "0", it sinks and is removed from the board.

To confirm that all barrels have been rotated correctly, make check that they even numbers (red-Day) or odd numbers (blue-Night).

Time counter



Some missions and events require a time counter. For that, use a barrel and place a player marker or the specified reward on top.

Barrels used as time counters do not grant the normal barrel reward. They only provide the item placed on them.

Time counters follow the flotation rules.

Dynamic Map



If table space is limited, use the Standard Mode map. Placing all map tiles at the start helps organize the table and ensures the layout remains unchanged during the game. The dynamic mode significantly increases the number of available scenarios.

Game setup

At the start of the game, reveal one map tile per player as the initial setup.

Players decide how to place the tiles, but each tile must always be adjacent to at least one other tile.

Examples of initial placements



Two players



Three players



Four players



Three players

Explore - Additional rules

- You decide the placement and orientation of the map tile.
- A map tile may not overlap with a tile already in play.
- Place it so that it touches as many hexes as possible.
- It must occupy the closest available hex where it can be placed. If multiple options are available, the player chooses where to place it.
- Spaces between tiles are considered unexplored zones and do not block the line of sight.



Example of a deployed map

Example of dynamic exploration

Step 1:

You can explore up to 3 hexes away, shown in blue in the example.



Step 2:

Draw a map tile and place it in the closest available hex to your ship, ensuring it touches the maximum number of already placed hexes. After placing it, if there are still hexes available in range, you may reveal a second map tile if you wish.



When placing the tile in this position, it touches 7 existing hexes, but only 4 hexes of the new tile. Since it does not meet the rule of maximum possible contact, this position is not allowed.

Step 4:



You try another position. In this case the tile touches 7 existing hexes and 6 of the new tile. This is the correct placement because it creates the greatest possible contact with the new map tile. If more than one valid option exists, you may choose which one to use.

There are still two hexes within your line of sight, but there is no room for a new tile.



Unexplored zone tiles

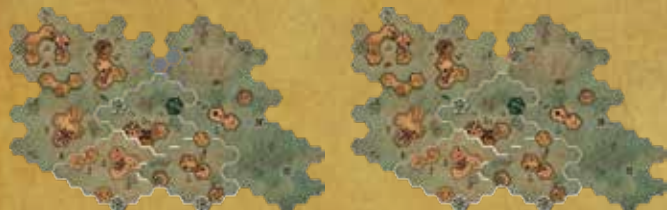
When playing with the dynamic map, gaps may appear, creating interesting routes. However, you always have the option to explore these gaps by placing unexplored zone tiles at random.



These tiles represent areas of the map lost over time because of missing information or pirate secrets.

- To explore these areas, follow the same steps as exploring regular map tiles.
- With a **single action**, you can explore both map tiles and unexplored zone tiles.

Example 1:



Following Step 4 on page 15, some hexes may remain where a standard map tile cannot fit. You can decide to explore these gaps with unexplored zone tiles.

Option 2: You may try to pass through these gaps, but they may be impassable. If so, you suffer water damage equal to the number of hexes moved to reach the revealed hex (including the revealed hex). This counts as a collision with a reef or sandbank, and your movement ends immediately.

Example 2:



There is a unexplored hex between two map tiles, so you may attempt to pass through it by moving 6 hexes (including the hex to be revealed). Upon reaching the hex, place the tile face down, and then reveal it. In this particular instance, it turns out to be an island, so you suffer 6 water damage, and your movement ends on the last hex you entered.

Placement

Shuffle all unexplored zone tiles and place the rocky side face up.



To place them, draw a tile and decide which side to explore:

On one side, you may find water, sandbanks, barrels, or islands.

If you leave the rocky side up, it creates an impassable zone that does not block line of sight.



Tiles 22, 23, and Calm tile

Tile 22

You have earned a bad reputation with certain nations, and a bounty has been placed on you.

Where can you hire crew? Where can you repair your ship? Goods from native villages are running low, so you must venture into uncharted waters. You discover a remote native island with untapped resources.



Tile 23



Strong ocean currents pull your ship to an island with steep cliffs and shipwreck debris.

In the distance, you spot another ship with the same intentions as you... Who will be the first to collect the drifting debris? Navigate skillfully to gather as much as possible in the shortest time.

Calm tile

There is something strange happening in this area: no wind, no ocean currents, nothing at all.

This tile has special rules:

- Wind or events do not affect this tile.
- Moving on the Calm tile costs 2 movement points instead of 1.
- It applies to both PC and NPC.



Inaction

You may choose to take no action, either by choice or due to game conditions.

Trade

When adjacent to another player, you can spend an action to trade goods, missions, and money.

Continue exchanged Missions from the point where the previous owner left off. "Missions" on page 47

Interact

Various icons on the map represent interactive points.

Your ship must be on the hex to interact with it. If the icon is on land, your ship must be adjacent to it.

Map tile

The world remains unexplored—what places will the future hold? Each map tile gradually reveals the game board. The game unfolds on these tiles, along with the events that shape your adventure.

Mooring

If a hex has a mooring point, place your ship on it to interact with the adjacent port (on land).

Ports

Ports are interaction points with different nations. Ports grant access to the market, tavern, and shipyard of the nation shown by the flag.

With a single action, you may perform all available port options in any order.



Tavern



Shipyard



Buy Market



Sell Market

Example: If a port has the market and tavern icons, you can buy goods from that nation, select missions, and acquire upgrades for officers and specialists—all with a single action.

If a port has no flag, randomly place a nation's flag on it to indicate its affiliation.

NPC ships

You can see ship icons next to the ports. NPC ships of the controlling nation appear here. They can be merchant, defensive, aggressive, or corsair ships.



Merchant



Defensive



Aggressive



Corsair

Natives

For all intents and purposes, these act as ports but do not belong to any nation.

Sandbanks

They are areas of shallow water that block ships with a draft lower than the value indicated on the sandbank. *Page 12*

Kraken

This is the spawn zone for the Kraken and other sea monsters. If the Kraken card is drawn but its tile is unexplored, the Kraken does not appear.

"X" on the board

Every good map hides a treasure beneath an "X," waiting to be discovered. Which one will be the real treasure? *Page 48*

Barrels

Area where the barrels appear. See *page 14*

Whales

Whales are interaction points for various NPC and missions.

Fortresses +

The game includes 3 fortresses: two controlled by random nations (on tiles 5 and 6) and one pirate fortress (*on tile 14*).

If a fortress without a flag appears, assign a random nation's flag, indicating its affinity.

If a fortress shares an island with a port, it belongs to the nation that controls the port.

Fortresses are heavily defended areas, and entering their defense zone may have consequences. A fortress rolls a number of dice equal to the value indicated on the adjacent hexes.

The game level is determined by the number of sails on the ship with the most sails, whether currently or previously in play (PC or NPC).



Example: *If the game is at level two and the fortress icon shows 4 dice, entering the hex (including a port) while hostile to the fortress's nation triggers a firing attack of 4 dice, each with a +2 bonus.*

- **Moving into another marked hex causes the fortress to fire again.**

Ranged Combat (RC)

This action allows you to attack another ship by firing your cannons.

It consists of 5 steps and applies to both PC and NPC.

1- Designate a valid target

The following conditions must be met to consider a target valid.

- The target ship must be within your line of sight.
- The target ship must be on either side (flank) of your ship. Ships cannot fire from the front (bow) or the rear (stern).
- A ship cannot fire if it is moored.

2- Determine attack value and ammunition

After designating a valid target, the attacker rolls a number of D12 dice equal to the number of cannons placed in the ship's gunports.

- *Apply any relevant modifiers before rolling. If multiple modifiers apply to dice, roll separately or use different colored dice to distinguish them.*

Ammunition

Choose the type of ammunition for all cannons before rolling. All cannons must use the same type of ammunition.

Ship, officer, and specialist upgrades:

Apply all modifiers from any upgrades the ship has.

3- Target defense

Defense is the value that must be exceeded to damage the target. It is the sum of the following values:

- **Base defense:** Indicated on the target ship's card.
- **Upgrades:** Add any modifiers the defender has.
- **Distance:** If the ships are not adjacent, add +1 to the defense for each hex between them (1 hex +1, 3 hexes +3...).
- **Defender position:** If the defender is attacked from the bow or stern, then add +1 to its defense, as it is a smaller target and harder to hit.

**In this game, the rear of a ship is not more vulnerable.*

- **Mooring:** Moored ships gain +1 to defense, unless the attacker is a fortress.

4- Calculate damage

Any roll **exceeding** the target's defense value causes damage. Damage equals the difference between the roll and the defense, with a maximum of 4 damage points per die.

5- Types of damage

Water damage

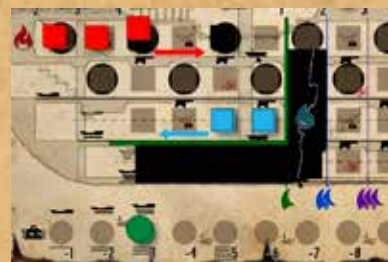
- Unspecified impacts cause water leaks in the hull.
- Water damage on a PC is placed from right to left and from bottom to top.
- If water damage reaches cargo, the cargo falls through the hull breach and is placed in the ship's current hex.

Fire damage

- Fire damage on a PC is placed from left to right and from top to bottom.
- Any cargo in a slot affected by fire is burned and returned to the supply.
- **Spread:** A ship takes 1 additional fire damage for every 3 fire damage it has at the end of its turn (e.g., 6 fire damage causes 2 additional fire damage).



Oil: If a hit reaches an oil cube, it immediately causes two additional fire damage.



Example of placing water and fire damage:

Common to both types of damage

- Damage affects the ship's weight.
- Damage to cannons is placed on them, blocking them and preventing rearrangement. Additionally, damaged cannons weigh **twice as much:** 1 for the damage and 1 for the cannon itself.

Note: A cannon damaged by water or fire weighs 2 instead of 1.

- Cannons are not removed when damaged.
- A ship's life is shown on its card and is tracked separately for each type of damage.
- For **NPC**, combine all damage types for easier tracking.

- When a cabin is damaged, you do not lose crew or upgrades, but you need to restore the maximum crew capacity.

For example: If your crew is 8 when the cabin takes damage, it does not drop to 6 because of that damage alone.

Natural "12" in Fire or Ranged Combat



In ranged combat, whenever you roll a natural 12 (without modifiers), one crew member on the target ship dies.

This applies to all types of ammunition.

Resolving combat outcomes

Ship not destroyed

If the ship has not taken as much damage as its life, it can continue sailing.

Ship destroyed (collapse)

When a ship suffers both fire and water damage and no space remains in the cargo area, the ship is destroyed.

If the final damage is water, the ship is considered sunk. If the final damage is fire, the ship is considered burned.

Ship destroyed by water (sunk)

If a ship takes damage equal to or greater than its life, and most of it is water damage, the ship is considered sunk.

When a ship destroys another by sinking, it receives:

- All doubloons from the bounty. (NPC card).
- All doubloons on top of the NPC card.
- Half of all the **different** goods the ship was carrying (rounded down; minimum of one per item type). *For example: 3 / 2 = 1 (the minimum is always 1).*
- 1 Fame Point.
- Adjustments to reputation.

Ship destroyed by fire (burned)

If a ship takes damage equal to or greater than its life, and most of it is fire damage, the ship is considered burned.

When a ship destroys another by fire, it receives:

- All doubloons from the bounty. (NPC card).
- All doubloons on top of the NPC card.
- You do not receive any goods, as they have been burned.
- 1 Fame Point.
- Adjustments to reputation.

If a ship burns due to fire spread, the last PC or NPC to inflict damage receives the Fame Point.

If a PC sets fire to multiple ships, the player only receives the bounty from the last ship attacked. Mark such an action with a marker in your color.




Ship destroyed

npc


- Return the card of the destroyed NPC to the box, and draw a new NPC without revealing the NPC side.
- NPC side remain hidden until first activated.

pc

- If an NPC or PC from a nation destroys your ship, your reputation with that nation increases by +1. This only happens if your reputation is below 0.
 - You lose all goods you carry.
 - You lose all unfinished missions (both hidden and revealed).
 - You retain cannons, upgrades, and doubloons acquired before being destroyed.
- Your crew resets to "0".

- To reappear, roll a D20 on your next turn. The outcome determines the map tile for reappearance. If the tile has not been revealed, you reappear on the map tile with the number immediately lower than the outcome (*treat 20 as lower than 1*).
- You reappear with the amount of water damage indicated on your player board. Such amount varies depending on the ship model. 



In the example above, we see two damage  icons.

Upon reappearing, your ship already have 2 water damage.



You receive a destroyed ship marker.



Your crew will be equal to your ship's level plus any upgrades (e.g., rowboat).



Destroyed ship marker



If your ship is destroyed, place a destroyed ship marker on your PC card (on the player board).

If your ship is destroyed a second time, flip the marker to show the x2 side.

If it is destroyed a third time, remove the marker and lose 1 Fame Point.



Example of Range Combat:



1. Designate a valid target

It is the green player's turn (1), and their ship is preparing to attack.

Potential targets are highlighted in green in this example.

The blue player's ship (2) is outside the firing arc, so it is not a valid target.

The Dutch ship (3) is partially blocked, so it is also an invalid target.

The French ship (4) is a valid option because it is visible and within the firing zone.

2. Determine attack value

The attacker is a galleon with 5 cannons, each upgraded with a +2 bonus, and it fires explosive ammunition, adding an extra +1. Adding up the modifiers results in a +3 to each die.

The attacker rolls a number of dice equal to the ship's cannons (5 in this case). The final results are: 4, 9, 9, 11, and 12. After applying the +3 modifier, the final results are 7, 12, 12, 14, 15.

3. Determine attack defense

The French ship is a Nao with a defense of "9". It has no upgrades providing extra defense (+0), but it is 2 hexes away (+2), is being attacked from the side (+0), and is moored (+1).

After adding all modifiers, the total defense value is 12.

4. Calculate damage

The orange ship takes damage equal to the difference between the roll and its defense value. $7-12=0$, $12-12=0$, $12-12=0$, $14-12=2$ and $15-12=3$ (for a total of 5 damage).

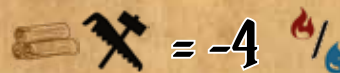
5. Resolving combat outcomes

After calculating damage, determine if the defending ship is destroyed (collapse, sunk, or burned) or if it can keep sailing.

Repair

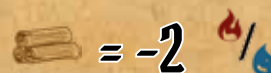
A repair action allows you to repair Damage equal to the amount of wood spent that turn, following these conditions:

If you are moored at a shipyard, each wood discarded repairs up to 4 damage (fire, water, or sail). You may buy wood and use it to repair in the same turn.



1 wood = 4 damage

If you are at sea and carry wood, during your turn you can repair 2 damage (fire, water, or sail damage) for each wood discarded.



1 wood = 2 damage

Cargo tower

At the start of the game, players decide whether to use the cargo tower.

This tower adds a minor gameplay variation.

Drop all cargo damaged by water or from a sunken ship (PC or NPC) through the cargo tower. The result depends on where it lands:

- **Barrel side:** The cargo stays afloat in the hex where the damage or sinking happened.
- **Empty side:** The cargo is lost and returns to the reserve.





Boarding or Melee Combat (MC)

This action allows you to attack another ship using your crew.



A ship moored at a port cannot initiate a boarding action.

Boarding consists of 5 steps and applies to both PC and NPC.

1- Designate a valid target:

The valid target must be adjacent to the attacker, specifically on either the port or starboard side.

2- Determine the attacking crew:

 -  The attacker may use as much crew as desired, minus the ship's draft. This is the minimum crew needed to control the ship and prevent it from drifting.

• *Example: If you have 8 crew members and your ship's draft (as shown on the NPC card) is 2, you can board with a maximum of 6 crew members, as 2 of them must stay behind to keep the ship under control.*

The attacker also adds all officer and specialist upgrades, increasing the number of dice and modifiers for the roll.

NPC boarding: An NPC rolls the number of dice indicated for the boarding action, minus any dead crew members on board. Apply any crew modifiers during boarding combat.

3- Determine the defense crew:

- The **defender** uses their **full crew** for defense.
- It must also add up all officer and specialist upgrades, increasing the number of dice and modifiers for the roll.
- Boarding in ports: A moored ship can be boarded, but its defense increases by +1.

4. Determine the success of boarding:

- Both ships simultaneously roll as many D12 dice as there are crew members involved in the combat. Each result equal to or higher than 11 causes a casualty to the opponent.

$$\geq 11 \text{ (dice icon)} = - \text{ (crew icon)}$$

- To succeed in boarding, the attacker must have at least **3 times the crew of the defender**, or the defender must have **no crew left**.

Multiply the defender's remaining crew by 3. If the result is equal to or less than the attacker's crew, the boarding succeeds.

- **If the above condition is not met, the boarding fails, and the action ends.**

5. Determine the boarding reward:

If the boarded ship is an NPC:

- After a successful boarding, the attacker receives 1,000 doubloons, and any surviving NPC crew members join the attacker's crew.

If the boarded ship is a PC:

- After a successful boarding, the attacker takes all cargo and rewards from the boarded ship, and any surviving crew members from the PC join their crew.

If the boarded ship is an NPC

You can exchange your ship for the boarded one if it is the same level or up to one level higher than yours.

**With a level 1 ship, you may exchange it for a level 1 or 2 ship, but not for a level 3 or 4.*

Any damage on the boarded ship remains, but you do not keep its upgrades or cannons. However, you may keep the upgrades you previously acquired.

If the boarded ship is a PC

If you board a PC, you cannot exchange your ship for the boarded one. However, you may take a ship of the same type from the discard pile or NPC deck.

Additionally, you can take any unfinished missions the other player had and continue them from where they left off.

- **Example 1:**

A PC with a draft of 2 and 8 crew members boards another ship with 6 crew members. The combat is 6 vs. 5. Each ship rolls as many dice as there are crew members involved. The attacker rolls 6, 8, 8, 11, 11, 12, while the defender rolls 4, 4, 6, 7, 11. After the roll, the attacker has 5 crew members left alive, while the defender has only 2 members.

The boarding fails because $2 \times 3 = 6$, which is greater than 5.

- **Example 2:**

A PC with a draft of 2 and 8 crew members boards another ship with 5 crew members. The combat is 6 vs. 5. Each ship rolls as many dice as there are crew members involved. The attacker rolls 5, 6, 11, 11, 11, 12, while the defender rolls 4, 4, 6, 7, 8. After the roll, the attacker has all 6 crew members left alive, while the defender has only 2 members.

The boarding is successful because $2 \times 3 = 6$, matching the attacker's remaining crew. The attacker recruits any surviving crew (bringing their crew total to 10) and claims the remaining boarding rewards.

Free actions

Free actions are optional, do not end your movement, and can be performed at any time during your turn, either before or after any other action.

Organize the ship

You can rearrange your cargo during your turn.

Damage (water or fire) in any slot cannot be moved.

Cannons affected by damage (water or fire) cannot fire or be repositioned.

Pick Up / Movement

When passing through a hex with an interaction element (such as barrels, goods, or certain missions), you can spend an additional movement point to interact.

With this additional movement, you can:

- Pick up all goods in the current hex.
- Start or complete a mission that requires visiting or retrieving something from the sea.
- Pick up a barrel. To do so:



Flip the barrel to claim its reward and keep it near your board until you collect enough barrels to earn 1 Fame Point.

If you do not have enough space for the goods, leave any excess items in the hex. You can either swap them with cargo already on your ship or leave them in the sea.

Throwing cargo overboard

At any point during your turn, you may toss cargo overboard to reduce your ship's weight.

Place the discarded cargo in your current hex.

If your ship is full when picking up new goods, you can throw any excess cargo overboard and replace it with new goods.

You cannot pick up the discarded cargo in the same turn you threw it overboard.

Ramming / Movement

During **your movement**, you may choose to collide with another ship. This is ramming.

Ramming is an attack that uses up all remaining movement.

Damage to the attacker

The attacker takes water damage equal to the difference between the defender's defense and the attacker's defense, plus the number of hexes moved in a straight line.

- $Damage\ to\ the\ attacker = (defender's\ defense) - (attacker's\ defense) + (attacker's\ movement)$

Damage to the defender

The defender takes water damage equal to the difference between the attacker's defense and the *defender's defense*, plus the number of hexes the attacker moved in a straight line.

- $Damage\ to\ the\ defender = (attacker's\ defense) - (defender's\ defense) + (attacker's\ movement)$

Determining the outcome:

If the defender or both ships are destroyed, the attacker earns 1 Fame Point, but no other rewards are granted. It is possible to become famous for suicidal acts.

If only the attacker is destroyed, no one gains a reward.

For example:



Your ship has A DEFENSE OF 10, and you decide to ram the pirate ship with A DEFENSE OF 9. You move a total of 5 hexes (4 hexes plus the one occupied by the pirate ship), with 3 of those hexes in a straight line, which determines the damage to both ships.

The attacker suffers: $9 - 10 + 3 = 2$ damage.

The defender suffers: $10 - 9 + 3 = 4$ damage.

Cornering

When two or more allied ships or ships from the same nation (PC or NPC) are positioned adjacent to an enemy, that enemy is considered cornered.

Shooting

When firing at a cornered ship, you may **reroll 1 die for every 3 cannons** the allies have.

This rule also applies to NPC from the same nation or allied corsairs.

Example: It is the English NPC's turn (1), and it fires at the green player (1). In the roll, three of its cannons miss, but the allied English corsair NPC (2) has 6 cannons, so it may reroll up to 2 dice.

Any ship equipped with long-range cannons is considered adjacent to a target as long as it is within cannon range.

Boarding

When boarding a cornered ship, you may **reroll 1 die for every 4 crew members** the allies have.



Example of a cornered ship



Fishing / Movement

Fish by moving over a hex with a whale icon while carrying at least 1 rowboat and its crew.

Spend 1 movement point to perform the fishing action and use as many rowboats as desired.

For each rowboat used, draw a fishing token and apply the effect shown on its underside.

Finally, return the drawn tokens to the supply and shuffle them.

Possible outcomes:



Whalers



Whaler ships have a special ability. They draw one extra token each time they perform a fishing action.

They also gain +1 defense against the White Whaler if it is in play. Page 49



NPC or Non-Player Characters

What are NPC?

Non-Player Characters (NPC) are ships or creatures that appear throughout the game. They **do not belong to any player**, and their actions follow their assigned role.

Players may be assigned one or more NPC and are responsible for activating them to perform their tasks.

NPC roles

Each NPC has a role that defines its function in the game. There are 4 types: Aggressive, Defensive, Merchant, and Special.

NPC card



- 1 **Role:** NPC's function in the game.
- 2 **Defense/Life:** Ability to block ranged attacks / Damage the ship can take before sinking.
- 3 **Crew/Upgrade:** Maximum crew capacity / Passive ship upgrades.
- 4 **Movement:** Number of hexes it can move.
- 5 **Boarding/Upgrade:** Number of dice it rolls / Crew upgrade.
- 6 **Cannons/Upgrade:** Number of dice it rolls / Modifiers to each die.
- 7 **Ship/Captain:** Name of the ship and its historical captain.
- 8 **Nation:** Indicates the ship's affinity (flag or dual flag).
- 9 **Mission Target:** Certain missions make the NPC a specific target.
- 10 **Map Tile:** Location and number where the NPC appears.
- 11 **Reward for boarding:** If you successfully board the ship, you receive all rewards plus those marked by the sword.
- 12 **Reward:** The reward for sinking it.
- 13 **Draft:** Depth of the hull, which limits movement through certain map areas.

NPC miniatures

Each miniature represents a type of NPC ship on the board.



Schooner: Player ship



Brigantine: Aggressive ship



Caravel: Merchant ship



Ship of the line: Defensive ship



NPC nations (flags and bases)

Once a miniature is assigned, place an NPC base on it to indicate its nation and the player responsible for activating it (marked by a number).

The game includes 5 nations, each represented by its unique flag.

	NATION	CORSAIR
Netherlands:		
Spain:		
England:		
France:		
Pirates:		



Note: Some pirate or corsair ships are represented by their historical flags. If the historical flag is unknown, they are represented by the Jolly Roger. For that reason, you may encounter different flags representing the Pirates.

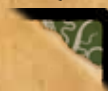


Corsair

A corsair is essentially a pirate ship, but it neither attacks nor is attacked by pirates or ships from its nation. They are considered allies.

Corsairs are identified by their split flag: one half a nation's flag, the other half a pirate's.

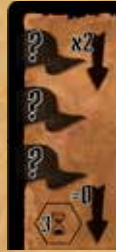
Legends



Some ships or monsters have no nation. They act freely and are at war with all nations.

NPC activation

- An NPC can perform up to two actions per turn, following the pennants in descending order.
- If no action is possible, place a time counter on position "3".
- If an NPC leaves the game for any reason, it is considered destroyed. Page 19



NPC appearance and placement

If the NPC has not been revealed yet, flip the PC card to show which NPC appears on that turn.

Place the miniature with the correct base to represent the NPC.

Check the map tile indicated on the NPC card for its appearance.



NPC time counter



When an NPC appears or takes an action, remove the time counter from its card.

If an NPC has a time counter and cannot perform any action on its turn, reduce the time counter by 1. The NPC's turn ends.

If the time counter reaches "0", remove the NPC card and draw a new one. Reveal the new NPC next turn.

NPC actions (pennants)

- The first two pennants are common attributes to all NPC: "Defense/Life" and "Crew/Upgrade". They are not actions.
- The other pennants indicate the NPC's actions.
- Each action is only activated once per turn and only if it can be performed.
- If the NPC has already fulfilled the required action, move on to the next action.



For example: If the action is to move towards a ship, but the NPC is already adjacent to the target, skip this action and proceed to the next one.

- **If the tile has not been revealed:** Place a time counter on "3" on the NPC card, then move to the next NPC or PC's turn.
- **If the tile has been revealed:** Place the NPC ship on the hex specified by the icon.

If the hex is occupied: Place the NPC ship on an adjacent hex. The continue with the actions.



- If an action is skipped for any reason, it cannot be reactivated for that turn.
- After the NPC completes its second action, its turn ends, and the next NPC or PC takes their turn.
- If an NPC is activated but performs no action that turn (movement-attack), place a time counter on "3".
- If an NPC blocks a mooring hex and has no destination, it must clear the mooring hex and move to an adjacent hex chosen by the player.



NPC movement

An NPC is **unaffected** by **wind** or **turning**, but is affected by sandbanks and events.

- A turning counts as a movement action.
- Whenever possible, an NPC avoids passing through hexes belonging to nations, such as moorings, fortresses, or enemy PC or NPC.
- If an NPC must be placed on an occupied hex, it ends its movement on an adjacent hex, without entering the occupied hex.

If there are multiple routes of equal distance, the player activating the NPC decides which route to take, always favoring the NPC's best interest.

NPC attack

An NPC **only fires when it is adjacent to other ships**, unless it has a special passive ability that indicates otherwise. Page 29

An NPC **never attacks a ship moored at its own nation's port**, so the NPC keeps looking for another target. If no valid targets are found, set a timer counter to "3".

Example: A Spanish NPC does not attack a ship (either PC or NPC) moored at a Spanish port, but it attacks if the ship is moored at a port of a different nation.



Aggressive - Defensive



Steps to follow: see Summary Diagram on page (28):

1- Designate a target

The first available action is usually a movement. To do so, you must designate a target. For this, the player selects the target according to the NPC's role and preferences.

- Ships attack enemy ships that are both in sight and within movement range.
- If no enemy is in sight, the ship moves toward **the nearest enemy** within its movement range.
- If there is still no enemy in sight or within range, it moves toward the nearest enemy.
- If none of these options are possible, place a time counter on "3".

What happens if there are multiple targets?

If more than one target is available, the NPC prioritizes based on its role—whether aggressive or defensive.



Aggressive

If an aggressive NPC has multiple targets, it prioritizes them in this order:

1ST- PC

2ND- Enemy merchant

3RD- Enemy aggressive



It does not move toward a defensive NPC, but it attacks it if it is adjacent.



Defensive

If a defensive NPC has multiple targets, it prioritizes them in this order:

1ST- PC

2ND- Enemy defensive

3RD- Enemy aggressive

4TH- Enemy merchant



2- Movement

If an NPC is adjacent to its target or within range of long-range fire upgrade, **it skips the movement action** and proceed with the next available action (it still has two actions available).

If it is not adjacent, it uses its full movement to get as close as possible to the designated target.

It follows always the fastest path, avoiding hexes protected by fortresses, enemy nation moorings, or moving over enemy PC or NPC.

The player must always take the most favorable option for the NPC.

Attack

An NPC adjacent to a valid target or within range of its "long-range fire" upgrade activates its first attack action.

4- Are more actions available?

An NPC must be activated twice. If it has only been activated once, it performs the second available action following the defined order.

- An NPC may not activate at all or may only perform one action during its turn.

5- Rewards

An NPC that destroys another NPC ship claims the reward money and any coins held by the destroyed ship's card.

Additionally, it takes 1,000 doubloons from the reserve as a reward. Place this amount on the attacking NPC card, increasing its bounty.

Merchants:

Steps to follow:

1- Attack

Some merchant NPC have an attack as their first option.

If the merchant NPC is adjacent to an enemy PC or NPC, it chooses a valid target and attacks.



2- Movement

Each merchant NPC has a predetermined route indicating two or more locations between which it moves.

The player controlling the merchant NPC places a marker in their color on the number within a double circle.

Following the arrows, the merchant NPC's destination is the visible numbered tile.

The destination on each tile is indicated by the icon shown on the route.

A merchant NPC ship moves its full movement along its predetermined route.

It always take the fastest path available while avoiding hexes protected by fortresses, moorings, or hexes occupied by an enemy PC or NPC.

The player must always take the most favorable option for the NPC.

3- Destination

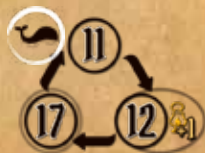
When a merchant NPC arrives at its destination, it stops and loses any remaining movement. The marker then advances to cover the current destination. Now the arrow points to a new destination. This process repeats cyclically.

Each time the ship reaches its objective, it earns the reward shown next to the route. This reward is placed on the merchant NPC card and becomes part of its cargo.

In some cases, the merchant NPC gains the reward when it reaches a specific hex adjacent to its destination.



Example A: The merchant NPC moves cyclically between the moorings on tile 10 and tile 4. Each time it reaches a mooring, it gains 1,000 doubloons.



Example B: The merchant NPC moves cyclically between whale icons on tile 17, 11, and 12. Each time it reaches the whale on tile 12, it gains 1 oil token.

Special Ships

These are unique merchant, aggressive, or defensive ships with different behavior pattern.



For example, the **Urca de Lima** is a special merchant that exits the game upon completing the final destination of its route. Additionally, this merchant moves to the tile number instead of an icon.

NPC summary card



1 An NPC can perform up to two actions per turn, following the pennants in descending order.

If no action is possible, place a time counter on position "3".

2 An NPC never attacks a ship moored at its nation's port.

It also avoids moving through enemy hexes, which include ships, moorings, and fortresses.

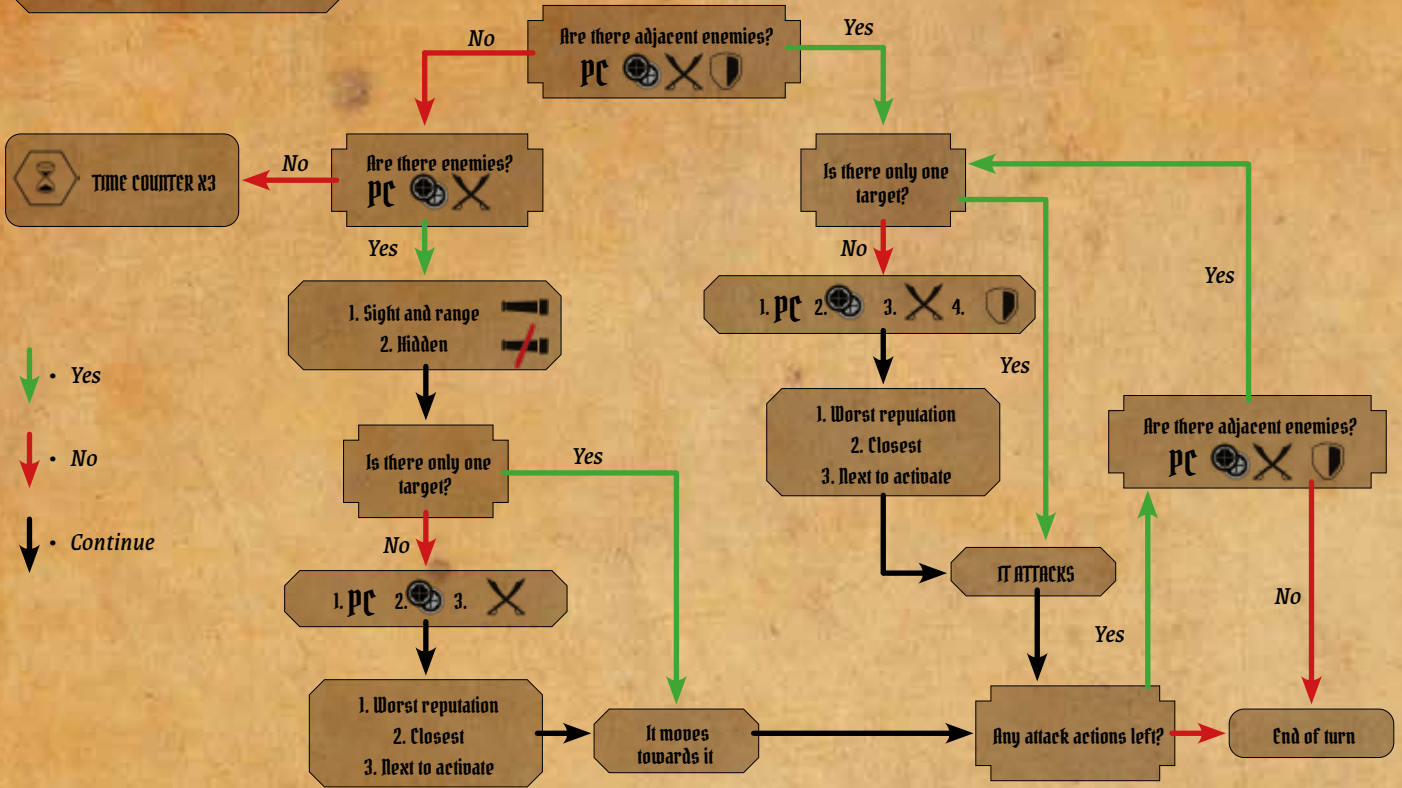
3 Merchant: It follows a predetermined route and receives a reward each time it reaches its destination.

4 Vision: An aggressive or defensive NPC first aims at targets in its line of sight. If no targets are available, it chooses the closest objective outside its line of sight, following the established order.

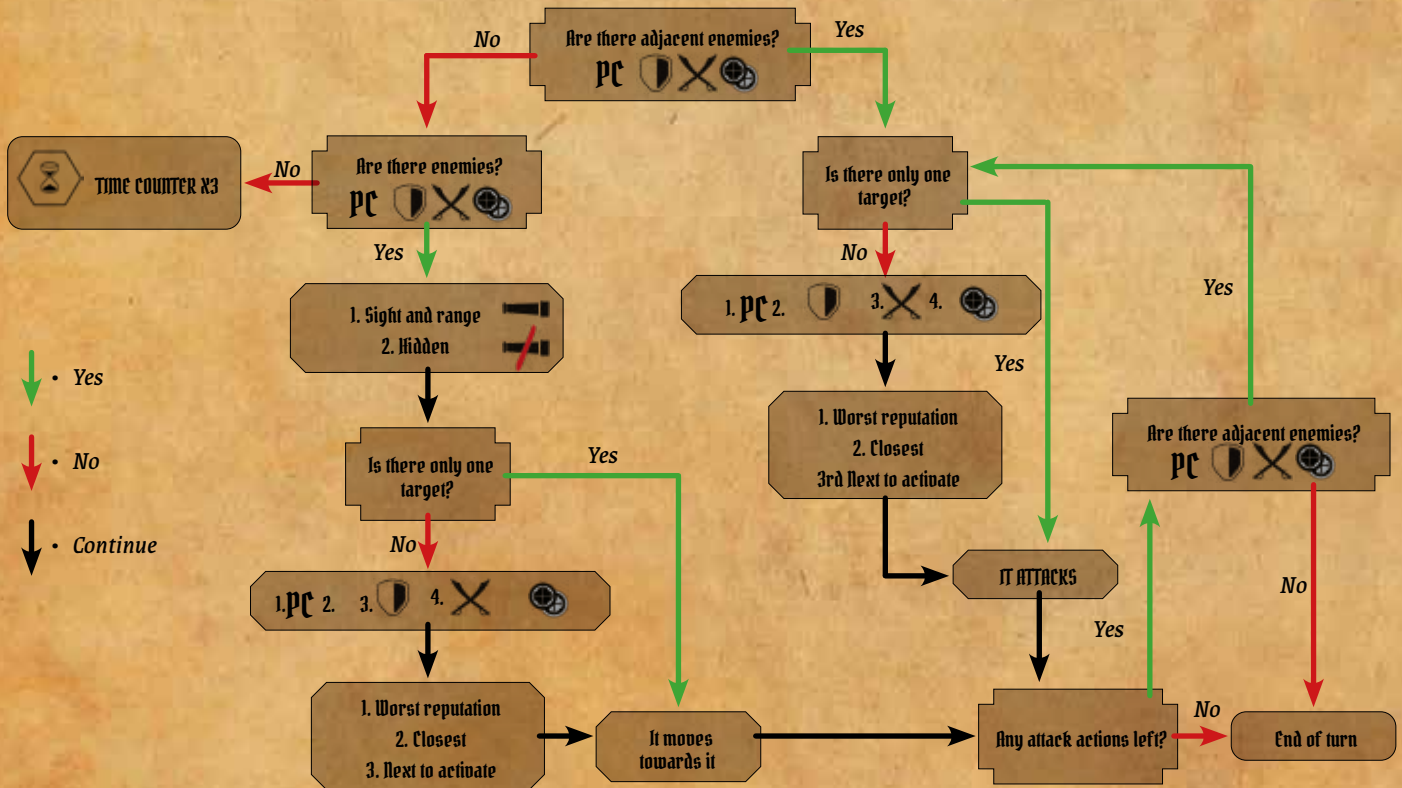
5 An aggressive ship attacks PC, merchant ships, and other aggressive ships. It only defends against defensive ships but does not attack them.

6 A defensive ship attacks PC, defensive, aggressive and other merchant ships.

AGGRESSIVE NPC



DEFENSIVE NPC





Example 1: Merchant

The first two pennants are the attributes Resistance 10 (Life 15) and Crew 11, so it only has one action—moving 6 hexes towards the designated mooring.

If it reaches a mooring, it stops moving and gains the specified reward.

Example 2: Aggressive NPC away from its target



The first two pennants are the attributes Resistance 10 (Life 9) and Crew 11 (+2 in MC).

3rd pennant: Movement, following the aggressive NPC diagram from the previous page:

- Is it adjacent to an enemy? No
- Are there enemies in the game? Yes
- Are there targets in sight? Yes
- Is there only one target? No
- Is it a PC? Yes
- Is there a PC with the worst reputation? Yes
- **It moves towards the PC with the worst reputation**

4th pennant: Boarding.

- Any attack actions left? Yes
- Is it adjacent to an enemy? Yes
- Is there only one target? Yes
- **It attacks.**

5th pennant: Firing

- Any attack actions left? Yes
- Is it adjacent to an enemy? Yes
- Is there only one target? Yes
- **It attacks and its turn ends (2 actions).**

5th pennant: Firing.

Having already completed two actions (move and board), it cannot activate the fifth pennant, and its turn ends.

- Any attack actions left? No
- **End of turn**



Example 3: Defender adjacent to a target

The first two pennants are the attributes Resistance 12 (Life 15) and Crew 17.

It is adjacent to a target, so it attacks as its first action (rolling 6 dice with +3 each). Since it did not use its movement, it still has one action and may fire again following the pennant order.

If it destroys the initial target, it may aim the second attack at a different target (adjacent or within cannon range).

NPC Passive Abilities

The passive abilities of each NPC appear in red to the right of the pennants. These abilities are always active:



Ship's life: Total damage the ship can take before being destroyed.



Cannon bonus: All dice gain a bonus equal to the specified value when firing.



Fire ammunition: Cannons cause fire damage.



Long-range fire: The ship does not need to be adjacent to perform a range combat. It can instead attack 1 or 2 hexes away (as specified by the upgrade) and the enemy **does not apply defense modifiers due to distance**.



Scatter ammunition: Cannons cause crew damage. (Normal damage in the standard mode).



Crew bonus: Add the value of the "X" to dice rolls when boarding or being boarded.



Crew defense: Penalty applied to opponents' rolls when boarding a ship with this ability.



Recruit: Always active. At the end of its turn, restore the number of crew indicated by "X". The adjacent pennant action is not required to recover the specified crew.

NPC iconography



Secret mission: Marks the ship as a target for specific missions.



Reward: The ship becomes target for specific missions.



Spawn tile: Indicates the map tile where the ship appears.



Route: Displays the path the ship follows.

If an arrow on the route does not lead to a specific location, the ship exits the game once the route ends.



Doubloons: The reward for destroying the ship.



Cargo: Specifies the type and amount of goods onboard.



Ship's draft: Indicates where the ship can or cannot navigate.



Additional boarding reward: Reward gained for successfully boarding the ship.

Reputation

What is reputation?

Reputation reflects how much favor or hostility you have earned with each nation during the game. Gaining reputation can bring benefits, while losing it may lead to conflicts, as shown on the reputation board.

Reputation board

To adjust your reputation with a nation, find its **row** on the left.

If your reputation increases, move your marker to the right. If your reputation decreases, move it to the left.

Nations:

The game features 5 nations.

Each of the 5 nations offers unique perks:



Netherlands



Spain



England



France



Pirates

- Netherlands: Masters of trade.
- Spain: Commands the largest fleet.
- England: Famous for their highly skilled crews.
- France: Known for top-notch shipyards.
- Pirates/Corsairs: Experts in boarding and reputation tactics

All nations follow the same rules, with slight differences for the Pirates.

REPUTATION BOARD "A"

TAVERN AND SHIPYARD



REPUTATION BOARD "B"



Reputation points

Your reputation goes up or down based on certain actions.

Move your PC marker to the right to show an increase or to the left to show a decrease in reputation.



- 1 **Attacking a ship:** -1 with the target nation.
If you attack the same nation twice in a turn, the penalty is still -1.
- 2 **Sinking a ship:** -1 with the affected nation.
- 3 **Attacking a ship in a port:** -2 with the nation that owns the port.
- 4 **Selling 3 identical goods as contraband:** -1 with the producing nation (except for wood)
(1, 2 = 0; 3, 4, 5 = -1; 6, 7, 8 = -2; and so on)
- 5 **Selling 3 identical goods legally:** +1 with the buying nation.
(6 = +2, 9 = +3; and so on).

Wood does not affect reputation.

Oil acts as a wildcard, letting you choose the good it represents.

Example: Selling 2 units of cotton and 1 oil can count as selling 3 units of cotton.

- 6 **Sinking a ship of a nation at war** grants +1 with one of its enemy.

Example 1: Destroying a pirate ship increases your reputation by 1 with a nation of your choice, but reduces your reputation by 1 with the Pirates.

Example 2: Sinking an English ship at war with Spain and France increases your reputation by 1 with a nation of your choice (Spain, France, or Pirates), but reduces your reputation by 1 with England.

Reputation advantages and disadvantages

Starting from the "0" column, advantages or disadvantages are cumulative. This means that if you are in the "-2" column, you receive the disadvantages for both "-2" and "-1". Likewise, if you are in the "3" column, you gain the advantages from "0, 1, 2, and 3".



Contempt: Ships from this nation attack you.



Distrust: Fortresses from this nation attack you.



Trade treaty: You cannot buy or sell in this nation's legal market.



Persona non grata: You cannot moor at ports of that nation.



At war: When an enemy nation attacks you, it receives a "+1" modifier (including fortresses).



Decide at the start of the game if you want to use this rule, as it adds a significant difficulty.



Prestige: Grants 1 Fame Point.



Who are you? This does not grant fame.



Reputation lock: Your marker is locked in this position, preventing further increases or decreases in reputation.

Warning! Pirates can still increase their reputation up to the "II" column.



Access to upgrades: The higher your reputation with a nation, the more upgrades you can access at the tavern and shipyard.



Captains: If you have enough points, you may acquire a second captain. Page 60



Reappearance at port: If your ship is destroyed, you can reappear at a port of your chosen nation. This option is not available if you roll for random reappearance.



Respected: Pirates no longer attack you.

Nation Advantage

Each nation offers a unique bonus:



Netherlands: Your draft limit increases to 6=-1 instead of 5=-1.



Spain: You reappear with a rowboat and one less damage.



England: You gain space for 2 additional officer and specialist upgrades.



France: Shipyard purchases cost 1,000 doubloons less. **The minimum cost is 1,000.**

Nationality "II"


Reaching the "II" position on the reputation board means you can immediately become part of that nation.


- Moving to this position is optional, and you can decide whether to use the reputation point when you earn it. If you choose not to use the reputation point to advance to "N", it is lost.
- However, this does not prevent you from advancing to "II" on a future turn if you earn another reputation point.
- You can only belong to one nation at a time. If you already belong to one, you can become a corsair by moving to the pirate "II" position.
- Moving to a nation's "II" position puts you at war (reputation "-4") with the rival nations shown on the War card (page 6), **except for the Pirates**, as your reputation with them does not decrease.
- Attacking a PC belonging to a nation counts as attacking that nation, reducing your reputation with them accordingly.
- If you hold "II" status and attack that nation, it declares war on you, your reputation drops to "-4" and you lose the Fame Point.


Tavern and Shipyard "A-B"

Tavern and shipyard upgrades

Upgrades include all components that enhance the ship's performance. The types of upgrades are:

 **Ammunition:** Select the type of ammunition before each attack. You may use only one type that you have acquired.

 **Ship upgrades:** Improvements to ship features (e.g., number of cannons, sail upgrades, rowboats).

 **Officers and specialists:** Crew benefits that provide various advantages. The icon on the left indicates a combination of the following upgrade:

Officers



Specialists



U

Unique: Upgrades marked with a "U" can only be owned once.



Buying from the tavern and shipyard

To buy upgrades or ships, you must be at a port with a tavern or shipyard.

The upgrades available depend on your reputation with the nation that owns the port.

Some upgrades have no reputation requirement and can be purchased at any port with a tavern or shipyard.



For example: To buy a new ship, you must be moored at a port with a shipyard and have a reputation of at least "2" with the nation that owns the port.

Buying officers and specialists

On your turn, you may buy as many officers and specialists as you like, but you may only replenish the supply after your turn ends.

At the end of your turn, move any remaining level 2 and 3 upgrades to the left to fill empty spaces.

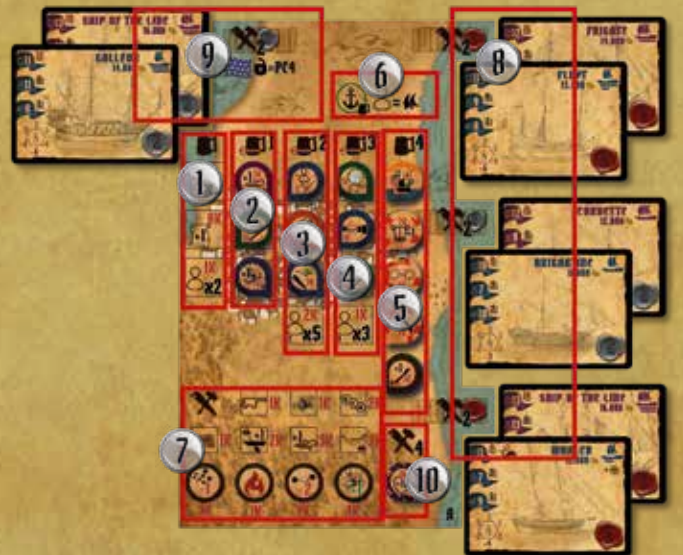
Draw new upgrades from the bag and place them in the level 3 slots. There should always be 9 upgrades available.

REPUTATION BOARD "A"

TAVERN AND SHIPYARD



TAVERN AND SHIPYARD "A"



TAVERN AND SHIPYARD "B"



Tavern

At ports with a tavern icon, you can:

1 No reputation requirement

- Gain 1 Fame Point for 8,000 doubloons.
- Missions: Draw 3 missions, choose 1, and discard the other two. (If the deck runs out, shuffle the discard pile).

IMPORTANT: Starting or completing a mission in this port prevents you from taking new missions here.

You can only draw missions once per port per turn. This action cannot be repeated until you leave the port where a mission was drawn, activated, or completed.

- In any tavern, you can hire 2 crew members for 1,000 doubloons.

2 With Reputation 1

- Purchase an officer or specialist with a maximum reputation level of 1 by paying the cost.

3 With Reputation 2

- Purchase an officer or specialist with a maximum reputation level of 2 by paying the cost.

- Hire 5 crew members for 2,000 doubloons.

4 With reputation 3

- Purchase an officer or specialist with a maximum reputation level of 3 by paying the cost.
- Hire 3 crew members for 1,000 doubloons.

5 With Reputation 4

- You can buy unique officer and specialist upgrades specific to that nation by paying the cost.
- You may also draw a second captain if you have 9 Fame Points.

6 Recruitment/Enlistment: At a tavern, you can recruit crew members for free if you meet these requirements:

- You have fewer crew members than you started with.
- You have at least Reputation 3 with the Pirates or Reputation 4 with the nation controlling the port.

This allows you to recruit crew members for free until you reach your initial crew.

For example:

You have Reputation 4 with France and command a level 3 ship with only 1 crew member. You sail to a French port with a tavern, where you can recruit crew members until you have 5.

Shipyard

At ports with a shipyard icon, you can:

7 No reputation requirement

- Buy ship upgrades.
- Buy a type of ammunition.
- Buy and sell 2 units of wood at a fixed price of 1,000 doubloons.
- Repair up to 4 damage per unit of wood used.

There is no repair limit, so in a single action, you can repair as much damage as you have wood for or buy additional wood.

8 With Reputation 2

- Buy a new ship. This requires at least 2 reputation with a nation. Pirates do not sell ships.

9 French Port

- It is a French port. If you are at a French port, you need at least Reputation 2 with France to buy there.

NOTE: The French port's ship remains available as long as no other purchase options are present at other ports.

10 With Reputation 4

- Buy the unique officer upgrade specific to France.

TAVERN AND SHIPYARD "B"

On the "B" side, the shipyard changes so that your reputation affects what you can buy.

- Ships are specific to nations, meaning you can only buy them at their respective nation's ports.
- Buying a new ship requires at least Reputation 2 with the nation owning the ship.
- Buying a level 3 ship requires at least Reputation 3 with the nation that owns the ship.
- By paying an additional 1,000 doubloons, you may buy a new ship from another nation. However, French ships cannot be bought this way.

For example, you are at a Spanish port with Reputation 2 with Spain. You want to buy a ship, but are not interested in the Brigantine available there. By paying 14,000 doubloons instead of 13,000 you can buy the Flyyt from the Dutch port, or for 13,000 instead of 12,000 you could acquire the English Whaler. However, you cannot buy the French Galleon without having affinity with that nation.

- For each level of reputation above the requirement, you get a discount of 1,000 doubloons.


Example: You have Reputation 4 with Spain and a level 1 ship. You can buy the Brigantine for 9,000 doubloons instead of 11,000.



Ship Upgrades (Shipyard)

In a shipyard without a reputation requirement, you can buy:

On the "B" side of the tavern and shipyard board, you must meet the reputation requirement to make purchases from the shipyard

 **Wood:** Sold and bought only in sets of 2 for a fixed price of 1,000 doubloons (individual units cannot be traded).

With the same action, you can buy wood and repair the ship.



Cannon: Buy or sell a cannon (1D12).

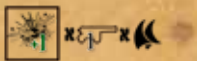


Upgraded sails: Each upgrade increases movement by 1.



Cannon upgrade: Provides a bonus modifier to one cannon. The modifier equals the number of sails on your ship.

Use different colored dice to differentiate (e.g., red for upgraded cannons, black for standard cannons).



Example 1: If you have 3 cannon upgrades, 5 cannons, and a ship with 1 sail.

Therefore: 3 cannons have a +1 modifier each, and 2 have no modifier.

Example 2: If you have 3 cannon upgrades, 2 cannons and a ship with 3 sails.

Result: Each cannon gets a +3 modifier, but the third modifier is lost without a third cannon to use it on.

Long-range cannons: If the target ship is within the cannon's upgrade range (2-4 hexes), no distance defense modifier applies.



However, if the target is beyond this range, apply the normal distance defense modifier starting from 0.



Rowboat: Each time you reappear, you gain one extra crew member for each rowboat you own.

Rowboats do not add weight or count as cargo.

Additionally, they allow interaction with otherwise inaccessible ports by positioning adjacent to the mooring hex.

You may perform one port action for each rowboat you own.



Cabin: Increases the maximum crew capacity by 2 and the officer and specialist upgrades by 1.

Ammunition

Standard ammunition:

This is the default ammunition for all PC and NPC ships.

Roll 1D12 for each cannon on the ship. The resulting damage is water damage.

Special ammunition:



Fire: This ammunition causes fire damage.



Explosive: Adds +1 damage to all cannons (in addition to other modifiers).



Grapeshot: Increases the target's defense by 1. Instead of damaging the ship, each hit eliminates one crew member.



Chain shot: Increases the target's defense by 2. For each point of damage that exceeds the target's defense, the target ship loses 1 movement until repaired. A ship can lose a maximum of 5 movement points this way.

Place a damage token* on the sail upgrade on the player board or to the left of the NPC card to track this damage.

*This token does not count toward the ship's weight or total damage.

Crew Upgrades (Tavern)

Officers

These upgrades are available at taverns and improve your ship's performance.



Carpenter (x3): Reduces damage by 1 per carpenter.



Gunner (x6): Lets you reroll 1D12 when firing.



Expert Gunner (x1): Lets you reroll 2D12 when firing.



Second Gunner (x3), unique: Adds +1 to all cannons when firing (in addition to other upgrades).



Helmsman (x2), unique: Increases movement by +1.



Expert Helmsman (x1): Increases movement by +1.



Instructor (x2), unique (x2): Lets you fire and board.



Harpooner (x2), unique: When boarding, the target ship cannot move on its next turn unless it destroys your ship.

- To use this upgrade, you must be positioned adjacent to the target's side.
- The upgrade cannot be used on consecutive turns.



Overloaded (x2), unique: Lets you roll 2 dice per cannon instead of 1.

For each roll of 1 and 2:

- Destroys one of your cannons.
- Adds 1 or 2 fire damage based on the die result.

French nation:



Reinforced (x2), unique: Increases the ship's defense by 1 while equipped. Additionally, the ship is considered to carry 5 extra cargo, affecting its weight.

Specialists

These upgrades are available at taverns and improve your ship or crew.



Reinforced: Increases the ship's defense by 1. This upgrade adds weight equivalent to 5 extra cargo.



Informer (x3): Draw 1 additional mission when drawing missions. The mission hand limit increases by 1 as well.



Pistol (x3): Adds 1 extra die in melee combat.



Sabers (x3), unique: +1 to all dice in melee combat.



Swords (x6): Lets you reroll 1 die in melee combat.



Doctor (x3): Each doctor reduces crew losses by 1.



Scimitar (x1): Adds 2 extra dice in melee combat.



Bomb (x3): You may roll 2D12 before boarding:

- On a 1 or 2: You lose 1 crew member.
- On a 9, 10, 11 or 12: You eliminate 1 of the opponent's crew members.

Nation



Netherlands - Merchant (x2), unique: Grants +1 Fame Point for every 3 identical goods sold (instead of every 4).



Spain - Armor (x6): Increases crew defense by 1 during boarding.



England - Lieutenant (x2), unique: Copies the ability of another specialist when used.



England - Sniper (x2): Lets you roll 1 die with applicable modifiers before boarding.



Pirates - Mercenary (x2), unique: Adds +1 to all dice in melee combat (in addition to other upgrades).

The Market

The market is where you can buy or sell goods collected during your adventure. With the right timing, you can make substantial profits.

Goods

Goods are limited in supply. If none are available for restocking or drawing, they cannot be replaced.

Goods are divided into primary and secondary types:

Primary goods

There are 4 primary goods, each associated with a specific nation:

Secondary goods



Tea (Netherlands)



Silver (Spain)



Cotton (England)



Sugar (France)



There are 2 types of secondary goods.



Oil: Acts as a wildcard and can replace any primary good.

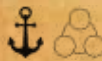
When selling, you decide which primary good it represents.



Wood: Unlike other goods, wood is bought and sold in shipyards.

It does not grant Fame Points

Interacting with the market



To interact with the market, position your ship at a port's mooring with these options:



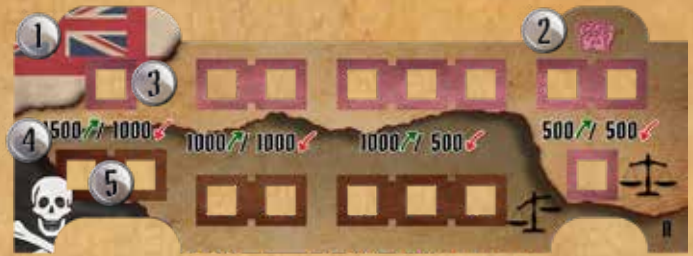
Port of purchase: Allows you to purchase both legal and contraband goods.



Port of sales: Allows you to sell both legal and contraband goods.

Market board

Parts of the market "A"



- 1 Flag of the port's nation.
- 2 Primary goods specific to the nation.
- 3 Legal goods area when the nation sells good (pink).
- 4 Column-based pricing (for both legal and contraband):
Sales
Purchase
- 5 Contraband goods area for smuggling (brown).

Parts of the market "B"



The "B" side of the market functions like the "A" side, but with different prices for legal and contraband goods.

- 1 Legal sales price.
- 2 Contraband sales price.





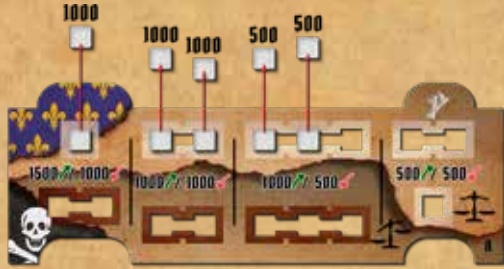
Purchase (legal and contraband)

Legal purchase

- Purchases are made from the market of the nation where you are currently located.
- Purchases are always done from right to left.
- You pay the price indicated by the column in which the goods are positioned.

Example 1, Legal:

You are at a French port and want to legally buy 5 units of sugar.



Buying from right to left, you take 2 units of sugar from the third column for 500 doubloons each, 2 units from the second column for 1,000 each, and 1 more unit from the first column also for 1,000. In total, you pay 4,000 doubloons to purchase 5 units of sugar.

Contraband purchase

- Contraband purchases are made by acquiring goods from the nation listed at the top of the contraband section.
- Purchases are always done from right to left.
- You pay the price indicated by the column in which the goods are positioned.

Example 2, Contraband:

You are at a French port and want to buy contraband cotton from the English nation.

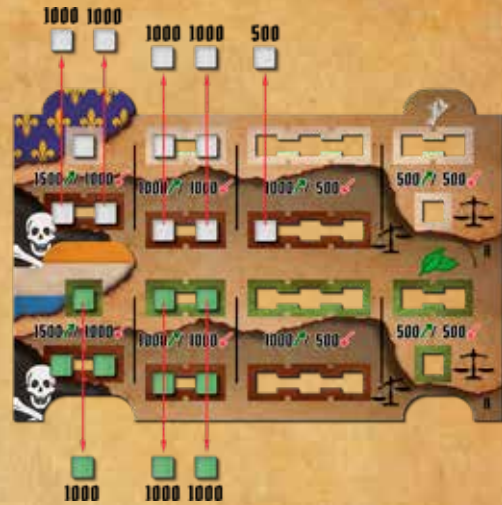


Buying from right to left, you take 2 units of cotton from the second column for 1,000 doubloons each, and 2 units from the first column for 1,000 each. In total, you pay 4,000 doubloons to purchase 4 units of cotton.

Example 3, Legal & Contraband:

You are at a Dutch port. Here you can legally buy up to 3 units of tea and up to 5 units of sugar as contraband from the French nation.

In the same action, you choose to buy 3 units of tea legally and the 5 units of sugar as contraband.



For the tea, you pay 3,000 doubloons, and for the sugar, you pay 5,000*. The total cost for the goods is 8,000 doubloons.

*The actual price is 4,500, but without 500-doubloon coins, you must round up to the less favorable amount. In this case: 5,000 doubloons.

Important:

For all practical purposes, treat the upper nation's market as if it were below the lower Nation's market, and vice versa.



From the English port, you can buy contraband silver from the Spanish market.

Legal sale

- England: Cotton
- France: Sugar
- Netherlands: Tea
- Spain: Silver



Contraband sale

- England: Silver
- France: Cotton
- Netherlands: Sugar
- Spain: Tea





Sales (legal and contraband)

Legal sale

- Sales are made at the market of the nation where you are currently located.
- The Sales price is determined by the first available slot starting from the left in the legal goods row.
- All goods are sold at the same price.

Example 1, Legal:

You are at the English port and sell 5 units of cotton legally.



The first available slot in the legal goods row is in the third column, setting the price at 1,000 doubloons. You earn a total of 5,000 doubloons for selling the 5 units of cotton.

Pirate sale

At a pirate port, you can sell any goods in the corresponding contraband row for that type of good.

Example 3, Pirate Contraband:

You are at a pirate port and sell 3 units of cotton and 2 units of sugar as contraband.



The first available slot in the cotton contraband row is in the third column, so each unit sells for 1,000. You earn a total of 3,000 doubloons for the cotton.

For the sugar, the first available slot in the contraband row is in the second column, also priced at 1,000 per unit. You earn a total of 2,000 doubloons for the sugar.

Contraband sale

- Contraband sales are made in the contraband row of the nation listed above the port's nation where you are currently located.
- The Sales price is determined by the first available slot in the contraband row.
- All goods are sold at the same price.

Example 2, Contraband:

You are at a French port and sell 3 units of cotton as contraband.



Since there are no open slots in the contraband row, you use the lowest possible contraband price, which is at the end of the third column. The Sales price for each unit is 1,000 doubloons, so you earn a total of 3,000 doubloons.



Where do the sold goods go?

Place sold goods in the reserve. Then apply the following:

For legal sales, replenish the lower nation's legal market with half the goods sold.

For contraband sales, replenish the lower nation's contraband market with half the goods sold.

- If there are not enough available slots, do not replenish the goods.
- If the reserve has limited goods, place only those available.

Example: Placement of sold goods:

You sell 4 units of sugar as contraband in the Dutch port of sales.



- Divide the goods by 2. Since the sale was made in the French contraband row, replenish the Dutch contraband market with 2 units of tea.

You sell 5 units of tea in the legal market of the Dutch port of sales.

- Divide the goods by 2. Since the sale was made in the Dutch legal row, replenish the Spanish legal market with 2 units of silver.



End of Game

The first player to reach or go over the agreed-upon score becomes the "most famous captain" and wins the game.

Scoreboard "A" and "B"

1 Treasure cards

These cards provide different clues to locate the hidden treasure. "The Treasure" on page 48.

2 Scoring zone

Displays the Fame Points earned by PC during the game.

3 Event deck space

Top draw deck. Bottom discard pile
"Events" on page 46

4 Time marker zone

"Advancing the time marker" on page 11.

5 Mission area

Top draw deck Bottom discard pile
"Missions" on page 42

6 Bottom draw deck

"NPC Roles" on page 24.



Iconography

Discard level 1 ships: Reaching this point triggers an era change. Remove all level 1 cards from the draw deck. Introduce level 2 NPC into the game.

Discard level 2 ships: Reaching this point triggers another era change. Remove all level 2 cards from the draw deck. Introduce level 3 and 4 ships.

Note: If all level 3 and 4 ship cards are used up, reshuffle the discarded level 3 and 4 to form a new draw deck.

Tavern: When a player reaches this point, officer and specialist upgrades are changed.

- Discard all level 1 upgrades.
- Move all level 2 and 3 upgrades one space to the left.
- Refill the level 3 slots with new upgrades from the bag.

Captains: If captains are in play, you may draw a second captain once you reach this score. "Second Captain" on page 50



Missions

Mission cards



1 **Public or secret:** Indicates if the mission is visible to all players or kept hidden in your hand.

2 **Mission type:** The game includes 4 types of missions:

Transport, Rescue, Combat, and Personal.

3 **Mission objective (center):** Requirements to begin the mission. Some missions offer multiple options.

4 **Mission marker:** Some missions require placing a PC marker to show the mission's start or destination.

5 **Mission end location and reward (bottom):** Some missions offer multiple ways to complete them, each with different outcomes.

6 **Mission card number.**

Public or secret missions

Drawn missions may be public or secret:

- Place public missions beside your player board and visible to all players.
- Hold secret missions in your hand.
- Some missions may change from secret to public during the game (as in examples 2 and 3).

Starting a mission

- Some missions begin at a specific location by spending one action.
- If a mission begins in the same port where you acquired it, it starts automatically.
- You may start and complete multiple missions with the same destination using a single action.

Completing a mission

- Each PC keeps its completed missions. Completed missions cannot be stolen or lost—they represent accomplishments already achieved.
- Each completed mission grants 1 Fame Point, plus any reward specified on the card.
- If you discard 4 completed missions of the same type, you earn 1 Fame Point.

Acquiring new missions

Missions can be acquired in any port with a tavern:

- To acquire missions, draw 3 cards, choose one, and discard the rest.
- If you have already started, completed, or drawn missions at a port, you cannot draw new missions from that tavern until you leave the port and return.
- You may hold a maximum of three Mission cards (not including completed ones).
- You may continue to draw missions even if you are at the maximum, but if you choose a new mission, you must discard one of your current missions.

Some missions may be impossible to complete due to game conditions, such as the target being unavailable, playing in standard mode without boarding actions, etc.

If you draw such a mission, it's bad luck. Discard the card without drawing a new one!



Mission examples

Example 1: Transport mission (secret).



To start the mission, go to the mooring on tile 18 (natives). Once there, reveal the mission and acquire 3 units of silver.

To complete the mission, choose one of the following options:

Option 1: Head to the mooring on tile 7 (Spanish port), and sell at least 3 units of silver on the legal market. This grants you 1 Fame Point for completing the mission, plus any profits from the sale.

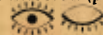
Option 2: Head to the mooring on tile 15 (pirate port), sell at least 3 units of silver on the contraband market. This grants you 1 Fame Point for completing the mission, plus any profits from the sale.

Example 2: Rescue mission (secret)



You have two ways to start:

Option 1: Position your ship adjacent to a PC with an active mission (public or secret) or to an NPC with one of the required icons:



Roll 1D12 (+1 at night) and check the outcome:

- 1-6: Discard the mission and lose 1 reputation point with the target nation.
- 7-12: The mission succeeds and becomes public.

Option 2: Successfully board a ship with an active mission (public or secret).

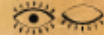
If you complete either option above, deliver the mission to a port belonging to a different nation than the affected nation. You can use the affected nation's flag to mark the mission. (If the affected party was a PC, complete the mission at any port that does not belong to a Nation).

Upon delivery, you earn 1 Fame Point for the card, increase your reputation by 1 with the port's nation, and receive 4,000 doubloons.

Example 3: Combat mission (secret).



Destroy a PC with an active mission (public or secret) or an NPC with the required icons:



Once the target is destroyed, you earn 1 Fame Point and receive 1,000 doubloons.

Example 4: Transport mission (public).



Sail to the natives' mooring (tile 19, 21, or 22) that is farthest from your ship when you activate the card. When you reach the mooring, the mission begins.

To claim the reward, go to any nation's port. You receive 1 Fame Point, increase your reputation by 1 with that nation, and gain 3,000 doubloons.

Example 5: Personal mission (public).



You must destroy 3 PC or NPC from 3 different nations.

Place a marker on the nation's flag to track each destroyed ship.

Once all 3 targets are destroyed, you earn 2 Fame Points plus 1 additional Fame Point for completing the mission.

Missions



Iconography



Represents any nation, chosen by the player.



Nation that meets the requirements or objective.



Nation opposed to the objective.



Different from.



Choose an officer/specialist from the tavern from the available options. Keep in mind your reputation with that nation.



Purchase an officer/specialist from the tavern with a maximum cost of 3,000 doubloons.



Purchase a ship upgrade from the shipyard with a maximum cost of 3,000 doubloons.



Reward in doubloons.



Increase or decrease reputation with a nation.



Public mission: Placed it on the table, visible to all.



Secret mission: Kept it in your hand without revealing it.

REMEMBER

Each completed mission grants 1 Fame Point, plus any reward specified on the card.

Discarding 4 completed missions of the same type grants 1 additional Fame Point.

Personal



These missions challenge players with tasks such as raiding, sabotaging missions, and completing unique objectives. Are you ready to take them on?

1 : Position yourself next to a ship (PC or NPC) with clues to the hidden treasure.

"Rumor has it that ship holds a treasure map. I will claim it for myself."

2 : "The most wanted." Survive 4 days and 4 nights to earn the reward. Each time the time marker advances, move your color marker on this card. If another player sinks you, they will take over the mission from where you left off.

"If I can survive just a few days, great rewards await."

3 : Destroy a ship on a transport mission.

"I will not let that rogue reach his destination."

4 : Board a ship successfully without taking its cargo.

"Goods and gold mean nothing to me. I'm only here for the fame."

5 : Board a ship successfully.

"I will capture that ship—and everything aboard."

6 : Destroy two ships with fire. After destroying the first one, reveal this mission.

"I have got some new ammunition... Let's make things explosive."

7 : Destroy a ship on a combat mission.

"That captain looks eager for a fight... Let's not disappoint him."

8 : Destroy a ship on a rescue mission.

"They're coming for the prisoner I captured? Not on my watch."

9 : Destroy a ship through collapse (fire and water).

"What if I mix my munitions in battle? Let's find out."

10 : Destroy a ship on a rescue mission.

"I will launch a raid. Rumor has it, they're carrying a wanted passenger."

11 : Complete the route to claim your reward.

"The vast sea hides places waiting to be discovered."

12 : Destroy 3 ships, each from a different nation.

"Why make an enemy of one nation when I can take on three?"

13 : Place 4 oil tokens on this card. Collect one by reaching a designated hex and spending one movement point.

"The sea offers the perfect chance to fill our barrels with precious oil."

14 : Amass 2,0000 doubloons.

"I am not greedy... just a careful collector. No one said keeping your riches safe was easy."

Combat



If combat is your calling, do not hold back. Transform your ship into a feared force and arm yourself to the teeth. These missions are made for you, demanding the destruction of a ship while fulfilling each card's specific goals.

- **1, 2, 3** : Destroy a ship on a mission (PC or NPC).

"That ship must be stopped before it reaches its goal, or the good times we're enjoying may come to an end."

- **4** : Destroy a PC on an active combat mission (20, 21, 22 or 23).

"A bounty hunter turning into the hunted? We do not allow them to prey on us here."

- **5, 6, 7, 8** : Destroy the PC indicated by the number of arrows.

"Trust no one, especially those who dare call themselves friends."

- **9** : Destroy the leading PC, or if tied, destroy either one.

"You think you're superior? I will make sure to bring you down."

- **10, 11** : Destroy a defensive ship and hand it over to a nation different from the one that owned the destroyed ship.

"See that ship over there? Without their prized defender, they are as good as helpless."

- **12, 13, 14** : Destroy a defensive ship.

"These waters are no longer safe with all these defensive ships around. The defensive ships are really getting on my nerves. It is time I sink one and remind them who is in charge."

- **15, 16** : Destroy a merchant ship.

"I have caught wind of a merchant ship's route, loaded to the brim. Let's make it ours."

- **17** : Destroy a pirate ship.

"You know, I have been thinking... There are too many pirates crowding these waters."

- **18, 19** : Destroy an aggressive ship.

"Should we keep clearing out pirates, or perhaps find something even more rewarding?"

- **20, 21, 22, 23** : Destroy a ship with a reward (PC/NPC).

"Captain, there is our target. If we approach quietly, they will be in pieces before they know it."

Rescue



Sometimes, we can change someone's fate... What are the consequences of our decisions? One, two, three: Roll 1D20 and place a time counter with a color marker on it. That becomes your objective, and only you can retrieve it.

"Rumor has it there was a shipwreck days ago. Let's search for any survivors."

- **4, 5, 6**: Move adjacent to a ship with an active mission. Take the risk, or board it.

"There is a stowaway trapped on that ship. I will try to rescue them without raising suspicion. Or should we just board?"

- **7, 8, 9, 10**: Move adjacent to the designated fortress. Roll 1D12 and apply the result.

"This troublesome stowaway keeps complicating things. Now they are hiding in a fortress."

- **11 - 21**: Move to the indicated mooring. Roll 1D12 and apply the result.

"A traitor is trying to escape... Should we help them or turn them in?"

Transport



Who says trading does not bring fame and fortune? I will prove them wrong!

- **1 - 8** : Head to the indicated mooring to pick up the objective. But where will it be best to drop it off?

"Captain! The passenger we just picked up is wanted in another nation. Where should we take them?"

- **9 - 22** : Head to the indicated mooring to load up the cargo. Who will pay the most?

"It never hurts to fill the hold and turn a profit."

- **23, 24, 25**: Head to the indicated location to collect the objective.

"Let's set out to explore. We might uncover fortune in far-off lands."



Events

These effects alter the game for a specified duration.

Event cards



1 Immediate effect: Displays an icon that must be resolved immediately.

2 Illustration

3 Card effects: Events that impact gameplay.

Event card number

4

Iconography



Wind change: Draw a new card from the Wind/North deck to replace the current one. If the deck runs out, reshuffle to form a new deck.



Draw a new Event card: Resolve the card's effects, then draw an additional one, combining its effects with the current event.

Temporary events

These are the most common events, with effects that are either immediate or last for A full day (day-night).

Circumstantial events

They remain active until a specified condition is met. For example, in the Kraken event, it remains active until the Kraken destroys a ship.

Permanent events

These events are marked by the infinity symbol. They remain active for the rest of the game, altering its rules.

All events

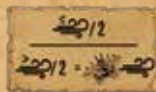
Below are detailed explanations for all the effects of the Event cards.

Temporary events

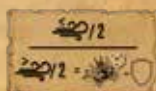
1-4 Calm: Nothing happens.



5- Ship lost: The lowest-level NPC ship sinks. If unclear, refer to the lowest number on the ship card.



6- Storm 1: Ships move at half speed. Each additional movement inflicts 1 damage.



7- Storm 2: Ships move at half speed. For each additional movement point, they suffer damage equal to 1D20 minus the ship's defense.



8- Fog: Place the fog tile over map tile 21, aligning the "north icon" with the tile number.



The fog moves one hex in the direction of the wind at the end of each turn and remains active until it drifts off the map.

Ships and fortresses within the fog cannot attack or be attacked. They are considered "absent" from the game.



9- Sunken whaler 1: At the start of the first player's turn, roll 1D20 and place two oil tokens on the resulting hex.

If you are using the flotation rule, place barrels with a time counter.



10- Sunken whaler 2: At the start of the second player's turn, roll 1D20 and place two oil tokens on the resulting hex.

If you are using the flotation rule, place barrels with a time counter.



11- Sunken ship 3: At the start of the third player's turn, roll 1D20 and place a barrel on the resulting hex.



12- Sunken ship 4: At the start of the fourth player's turn, roll 1D20 and place a barrel on the resulting hex.



13- Plague 1: Roll 1D12, the resulting nation loses half its legal goods and half its contraband goods.



14- Plague 2: The nation with the most goods lose half its legal goods and half its contraband goods.



15- Plague 3: All nations lose two goods: two from the legal market and two from the contraband market.



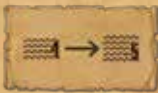
16- Abundance: The market with the fewest goods increases its quantity by 1D12.



20- Assault 5: The fortress on tile 5 changes ownership. Roll 1D12 to assign a new nation.



21- Assault 6: The fortress on tile 6 changes ownership. Roll 1D12 to assign a new nation.



22- Rising tide: All sandbanks decrease by one level.

(-1 to -2 / -2 to -3 / -3 to -4 / -5 to -6)



23- Falling tide: All sandbanks increase by one level.

(-1 to land / -2 to -1 / -3 to -2 / -5 to -4)



17- Stowaway: If, on your turn, you are at a mooring or interact with a port, you lose 1 crew member for each active mission you have.

Kraken events

If this is the first time a Kraken event appears, first check if its appearance tile (tile 11) has been revealed. If it has not, the event has no effect. If the tile has already been revealed, place the Kraken miniature on its icon on tile 11 and align the card to point northward.

If the Kraken is already in play and more Kraken cards show up, place each new card beside the first one.



24, 25, 26- Kraken, conditional:

- At the end of the round, roll 1D12 (red) to determine the Kraken's direction and another 1D12 for its movement (note: the Kraken cannot cross islands).
- If, during its movement, the Kraken crosses one or more ships, those ships are destroyed and removed from the game. Then, discard the Kraken card that triggered this effect.
- Activate the Kraken once for each card in play.



27- Colossal Kraken, permanent: This card extends the Kraken's attack range to all adjacent hexes, destroying any miniature that enters, crosses, or is adjacent to these hexes.



Fortress events

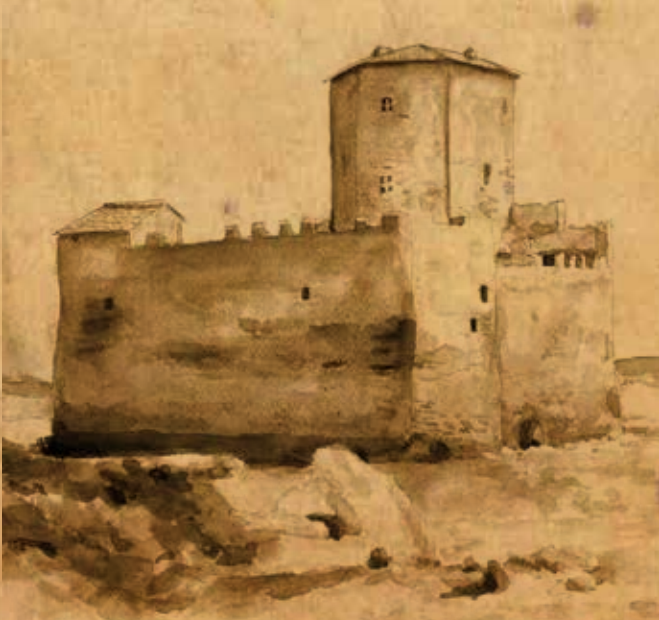


18- Fortress 1: All fortresses now roll an additional 1D12 and gain +1 on each die.



19- Fortress 2: All fortresses now have an increased firing range of 1 hex, but can only fire with 3 dice. If "Fortress 1" is in play, its effects are combined with these.

Fortress markers: They can be used as reminders for Event cards 18 and 19 at active fortresses.



The Treasure

During the game, you have the chance to hunt for a legendary hidden treasure, rumored to hold a great fortune. How can you find it?

You only have one chance to find the treasure. If you fail, there will not be another opportunity.

Treasure clues



The Treasure cards are divided into three groups, numbered 1 to 3.

- Cards 1 and 2 provide clues about the treasure's location.
- Card 3 reveals the reward.

The Treasure cards remain hidden for the entire game.

Clues are scattered in various places: missions, ships, barrels, and even captains. You do not need the clues to attempt a search, but they help you narrow down the exact location.

Discovering the treasure

To search for the treasure, position yourself next to the "X" on the map tile and take a discover action. Secretly review clues 1 and 2 to confirm the location. Two things can happen:

- **Success:** You are in the correct spot. Reveal cards 1 and 2 to verify it and claim the reward of card 3.
- **Failure:** You are in the wrong location. Place a marker in your color on card 3. You stop searching for the treasure and cannot attempt it again.

Discovering clues

When you acquire the first clue, place your color marker on card 1. When you gain the second clue, move your marker to card 2. You may consult your gathered clues as often as needed but in secret.

Interpreting the map

To pinpoint the treasure's location, you must combine cards 1 and 2. The matching "X" on both cards indicates the treasure's exact position.

Locate the map tile with the "X" in the exact spot shown on the cards—it may not be revealed yet.

Each game has only one correct treasure location and only one treasure.

Both clues and treasure are shared among all players.

Example: One clue

In the image, card 1 is revealed, showing 7 hexes marked with an "X" as possible treasure locations. Using tiles 16 and 21, as examples, you find three possible treasure locations.



Example: Two clues

With the second clue card revealed, only one "X" matches on both cards. This "X" marks the precise treasure's location on the board. Now, locate the hex on the map that matches the "X" position on both cards. In this example, two possible locations appear, but you can discard one because it does not match the hex shared by both cards. Now you know exactly where the treasure is.



The "White Whale" card



Where does it appear?

The White Whale is an NPC that can appear behind a whaler-type ship.

Oil token

If you collect oil or attack the White Whale at any time during the game, place the oil token visibly near your player board.



This token serves as a reminder that you are now a target of the White Whale for the rest of the game.

Movement

The White Whale acts as a special merchant. Page 27.

Following the flags, its first action is always to move along its route (it never attacks during this movement).

For its second action, it moves toward the target, which can be either a PC or NPC.



White Whale's target

The White Whale targets PC or NPC ships within range in the following order:

- 1st- PC with oil token
- 2nd- Merchant NPC
- 3rd- The next player in turn order

If no ships of this type are within range, the White Whale moves towards the closest one, following the same order.

White Whale's attack

If, during its second movement, the White Whale reaches its target, it rams the ship, dealing water damage equal to the number of hexes it moved to reach it (including the hex where the target is located).

Each time the White Whale sinks a ship, its reward increases by 1,000 doubloons.



Example: The White Whale moves 2 hexes towards the whale icon on hex 19. On its second movement, if it reaches its target, it rams it and deals water damage equal to the number of hexes moved (including the hex where the target is located). In this case, the PC is 5 hexes away, so the White Whale moves 5 hexes and deals 5 water damage.

The White Whale continues moving along its route even after reaching its destination. It can pass through occupied hexes like any other ship but cannot be attacked.

Attacking the White Whale

There are two ways to attack the White Whale:

- **Boarding the White Whale:** Position yourself next to the White Whale and initiate a boarding action. The White Whale does not defend itself. For every 3 wounds you inflict, you gain 1 oil.
- **Fishing the White Whale:** Use the fishing action (page 23) targeting the White Whale. For each oil result, the White Whale suffers 3 crew wounds, and you gain 1 oil.

Bounty card

This card represents the bounty placed on your head by one or more nations.

Setup

Each player places the bounty card matching their color and number next to their board.



Function in the game

When you destroy a ship from a nation (not a pirate):

- Place a PC marker on the corresponding nation.
- The bounty on the card increases by 1,000.

If a nation marks you and your reputation with that nation reaches to 1 or higher, remove the nation's marker from the Bounty card.

If this leaves no other nations marking you, remove any bounty on the card as well.

Destroyed a ship with a bounty

- **For an NPC:** They collect the bounty shown on the card, adding that amount to their own bounty.
- **For a PC:** They collect the bounty shown on the card and gain 1 reputation point with one of the nations that marked you.
- **Lastly,** remove all markers from the card.





Captains



At the beginning of the game, each player is dealt 3 Captain cards. Choose one and return the other two to the reserve.

Each captain provides a unique ability.

Note: Some captains can only be used with the "B" side of the player board because they refer to components that require crew, such as boarding actions, rowboats, cabins, etc.

When choosing your captain, note the nation they belong to and:

- Increase your reputation by 1 point with that nation.
- Decrease your reputation by 1 point with any nation at war with them, as shown on the War card. Page 6

For example:



Purple player: Pirate



Orange player: English

Purple player: Chooses Anne Bonny, a pirate captain. Therefore, the player gains 1 reputation point with the Pirates, but loses 1 with all other nations, as indicated by the War card.

Orange player: Chooses Hannah Snell, an English captain. The player gains 1 reputation point with England, but loses 1 with Spain, France, and Pirates, as indicated by the War card.

Note: The orange player's reputation with the Netherlands remains unaffected because England is not at war with the Netherlands.

Second captain

To acquire a second captain, you must:

- Have at least 9 Fame Points.
- Go to a tavern in a port belonging to a nation with which you have at least Reputation 4.
- Select one of the captains from that nation.

From now on, you can use the abilities of both captains, even if they come from different nations.

Example: The purple player now has more than 9 Fame Points and a Reputation 4 with Spain.

The purple player heads to a Spanish port with a tavern and chooses a second captain from the remaining Spanish captains: Antonio Barceló.

From now on, the abilities of both Anne Bonny and Antonio Barceló can be used for the rest of the game.



Captain abilities



Pirates



Edward Teach "Barbanegra": You start with fire ammunition but cannot use any other type of ammunition. If you already own a level 3ship with a draft of 2, you can purchase his ship—the Queen Anne's Revenge—for 7,000 doubloons.

English pirate (1680- 1718). Aboard the Queen Anne's Revenge, Blackbeard, the notorious and feared pirate, roamed the coasts of West Africa and the Caribbean, leaving a trail of terror in his wake.

Dog Head: +1 when boarding ships carrying goods.

Angel García (1800- ?). A Spanish pirate known for his striking physical traits, earning him his nickname. This pirate is likely a literary or folklore figure, drawing inspiration from the corsair Amaro Pargo.



Henry Every: You start with a treasure clue.

English pirate (1659- 1699). He is renowned as one of the few great pirate captains who successfully retired with his fortune without being captured or dying in battle. A true master of deception, he was hailed by his peers as the King of Pirates and, at one time, was the most sought-after buccaneer in the world.

Grace O'Malley: The -5 reputation grants you 1 extra Fame Point, but you are not blocked.

The "Pirate Queen" (1530- 1603). Owner of an extensive territory along the Irish coast, she was both feared as a pirate and respected by her followers as a defender of the Irish cause against English encroachment. She protected her lands fiercely and engaged in along the shores near her castles—a noblewoman of remarkable bravery.



Malika Fadel (Spanish corsair): Gain 1 reputation with Spain and with Pirates. When selling 3 contraband goods, you earn an additional 1,000 doubloons.

Malika Fadel ben Salvador (1302-1350) was an Andalusian navigator and corsair, born in Almería in al-Andalus. Orphaned early in life, she was raised by her grandfather, Ibn Fadel, a powerful merchant dealing in hashish and various other goods. After becoming his wife, she took control of his properties upon his death, becoming captain of his fleet and administrator of his wealth.



Samuel Bellamy: If your ship has a draft of 2 or less, you gain an additional 1,000 doubloons when sinking a ship.

A British sailor turned pirate (1689- 1717) active in the early 18th century. Bellamy is remembered as the richest pirate in history and a symbol of the Golden Age of Piracy. Despite his career as a pirate captain lasting just over a year, he and his crew seized at least 53 ships. Bellamy was renowned for showing mercy and generosity to those he captured during his raids.

Bartholomew Roberts: After rolling the dice in a boarding action, you can turn two failed rolls into successes (only once per roll).

John Roberts, better known as Bartholomew Roberts, was a Welsh pirate (1682- 1722), who managed to gather a fleet large enough to challenge the British navy. He is famous for enforcing a strict code of conduct among his crew—the infamous "pirate code."



Anne Bonny: When boarding, roll an extra 1D12, and if you also control Mary Read, you can reroll one boarding die.

Anne Bonny was an Irish pirate (1698- 1782) active in the Caribbean during the early 18th century. She is one of the most renowned female pirate of all time. Together with Mary Read, she was tried and found guilty during the Golden Age of Piracy.



Mary Read: When boarding, roll an extra 1D12, and if you also control Anne Bonny, you can reroll one boarding die.

Mary Read was an English pirate (1690-1721) active between 1719 and 1720. She is best known as one of the only two women, alongside with Anne Bonny, to have been convicted of piracy in the 18th century.



Jack Rackham "Calico Jack": Draw two upgrades randomly from the bag and keep one. (If the chosen upgrade is unique, you cannot buy it later).

English pirate (1682- 1720). He earned the nickname Calico Jack for his brightly colored calico clothing, but he became even more renowned for his personal pirate flag design featuring a skull above two crossed swords. Calico Jack is also known for having had two of the most legendary female Pirates his crew: Anne Bonny and Mary Read.





Spain



Fernando de Magallanes: You do not spend movement points to pick up goods, missions, or barrels.

He was a Portuguese soldier, explorer, sailor, and navigator (1480- 1521) who renounced his homeland to serve Castile and King Charles I, who funded his expedition that led to the discovery of a route between the Atlantic and Pacific Oceans—the present-day Strait of Magellan. Fernando de Magallanes unknowingly embarked on what would become the first circumnavigation of the world.

Zenón de Somodevilla: Every time you sell 3 identical goods on the legal market, you earn an additional 1,000 doubloons.

Zenón de Somodevilla y Bengoechea, the 1st Marquis of Ensenada (1702- 1781), was a Spanish statesman and enlightened politician. He served as Secretary of the Treasury, War, Navy, and the Indies.



Blas de Lezo: You can take on 3 crew wounds on his card. If your ship is destroyed or you recruit the required crew, remove the wounds from the card.

Blas de Lezo (1689- 1741) was a Spanish naval officer who, despite losing an eye, part of an arm, a leg, and eventually his life, never lost a battle. Nicknamed 'Half-Man', he was one of the greatest strategists in the history of the Spanish Navy, renowned for leading the defense of Cartagena de Indias during the British siege in 1741.

Antonio Barceló: You start with two hammocks. Place one marker on the card and another in a hammock slot within your ship's designated area.

A distinguished sailor in the Spanish Navy (1717- 1797). He was not well-liked by high-ranking officers and society but was adored by his sailors and the public. Along the Mediterranean coast, he enjoyed unmatched popularity.



Vicente de Tofiño: Negative wind effects do not affect you.

He was a Spanish sailor, cartographer, and astronomer (1732- 1795). Under his guidance, the Naval Academies of Ferrol and Cartagena were founded, and he also served as director. His educational vision sought to combine astronomical expertise with nautical practice, fostering a scientific elite within the navy.

Ana María de Soto y Alhama: Remove your marker from the reputation track of one nation, except the Pirates. From now on, you can only use the neutral tavern and shipyard at ports belonging to that nation. If you attack a ship or port of that nation, mark it with a token in your color. From that point forward, your reputation with that nation or port becomes "-5".

She was the first woman to serve in the Marine Battalions, or Spanish Marines (1777- 1798), disguising herself as a man. In recognition of her bravery and exemplary conduct, she was awarded the rank and salary of a sergeant on July 24, 1798.



France



Jeanne Barret: You suffer one fewer wound when losing crew members.

She was a French botanist and explorer (1740- 1807), known as the first woman to circumnavigate the globe. Disguised as a man, she joined Bougainville's expedition under the name Jean Barret.

Jean-François de la Pérouse: You gain +1 movement during the day.

A French explorer, navigator, cartographer, and naval officer (1756-1788). He led a world-circumnavigating expedition that mysteriously disappeared. In May 2005, the wreck was officially identified near Vanikoro (Solomon Islands).



Albin Roussin: When trading contraband, choose which nation to increase your reputation with. It must differ from the affected nation.

A French admiral (1781- 1854) who commanded the French naval forces during the Napoleonic Wars. In 1821, he took command of the French squadron in South America to safeguard French trade.



Louise-René Levassor: You gain +1 movement at night.

A French vice admiral (1745- 1804). He fought in the American War of Independence and he was entrusted with important passengers during the time, including Louis XVI and the Marquis de Lafayette. His name is engraved on the Arc de Triomphe in Paris, on the 3rd column of the northern pillar.



Claude Annebault: When completing a French or English missions, you can choose to increase reputation with either France or England.

Annebault was a French military officer, marshal, and admiral, who served as governor of Piedmont (1495- 1552). He was also a commissioner of the Anglo-French Treaty of Ardres, also known as the Treaty of Camp. He visited England as a special ambassador for the peace treaty from August 20 to 30, 1546.





England



George Duff: When attacked (close combat or ranged), you may reroll one of your opponent's dice.

Duff was a British naval officer (1764- 1805). He served in the American War of Independence, the French Revolutionary Wars, and the Napoleonic Wars. He was killed by a cannonball during the Battle of Trafalgar.

Hannah Snell: You can take on two damage tokens (fire/water) on her card.

An Englishwoman who disguised herself as a man under the name James Gray (1723- 1792). She fought in the Battle of Devicotta and suffered eleven wounds to her legs and one to her groin area. After revealing her true identity, she was officially recognized for her military service and was granted a pension in 1750.



Christopher Myngs: When a privateer ship appears, it is under your control. These ships are considered yours, but they cannot carry goods or acquire missions. They may be repaired at any shipyard.



Vice Admiral of the British Royal Navy (1625- 1666). He earned a fearsome reputation for his merciless assaults on Spanish colonial cities during the Anglo-Spanish War, often commanding entire fleets of buccaneers.

John Byron: You start with two rowboats. Place one marker on the card and another in the designated slot on your player board.

An intrepid English explorer, poet, and military officer (1723- 1786). After the wreck of the HMS Wager, Byron and other fellow survivors embarked on a perilous journey in a rowboat, navigating northward to reunite with the remnants of their fleet.



Robert Maynard: You gain +1 in ranged combat against the Pirates.



A British Royal Navy lieutenant and later captain (1684- 1751). Commanding the sloops El Ranger and El Jane, he is best known for his relentless pursuit and eventual defeat of the infamous pirate Edward Teach, commonly known as Blackbeard. After the battle, he beheaded the pirate and displayed Blackbeard's head on the bow of his ship as a trophy of victory.



Netherlands



Cornelis Tromp: When selling, you may discard two goods to choose any item you want from the reserve.

A Dutch naval officer (1629- 1691) who achieved the rank of admiral. He was the son of the famed Admiral Maarten Tromp and played significant roles in the first three Anglo-Dutch Wars and the Scanian War. In 1658, it was revealed that he used his ships luxury goods trading.

Piet Hein: At the start of the game, gain +1 additional reputation with a nation other than the Netherlands. You may also increase reputation with any nation upon reaching 7 or 9 Fame Points, and again at 15.

A Dutch sailor born in Delft (1577- 1629). He is considered a national hero. In 1623, he was appointed vice-admiral of the Dutch West India Company. He served as a privateer during the Eighty Years' War between the Seventeen Provinces and Spain.



Gerard Callenburgh: You begin with 1 unit of wood and have 3 wood slots on the card.



Gerard Callenburgh was Dutch admiral (1642- 1722), who came from a family of timber merchants but chose a career in the Dutch navy. He gained recognition for his service during the War of the Spanish Succession. In his honor, a class of Dutch destroyers was named the Gerard Callenburgh class.

Philips van Almonde: Gain +1 in ranged combat against Spanien.

A Dutch lieutenant admiral (1644- 1711). Helayed a significant role in his nation's naval conflicts during the 17th and early 18th centuries. In 1702, he was involved in a ambitious plan to seize Spanish treasure galleons richly laden with goods arriving from the West Indies.



Johan Evertsen: Gain +1 in both melee and ranged combat against privateers. When destroying a privateer, you double the goods and rewards obtained.

(If using the cargo tower, double what remains afloat.)



A Dutch admiral (1600- 1666). driven by a personal quest for vengeance after his father was killed by a French privateer and two of his brothers died fighting Dunkirk privateers. After years of confrontation and grievances from his crew, he restored his honor by helping to capture Dunkirk in 1646 after nearly a century of Spanish control.

Solo Mode

You have made some powerful enemies—will they succeed in erasing your place in history?

Game setup

Set up the game as usual with these modifications:

- Choose the number of enemy nations. You can select them directly or randomly.
- Place a flag for each enemy nation on the score track and reduce your reputation with each to -5 (without gaining a Fame Point).
- Set the endgame marker at 21 points, then subtract the number of enemy nations.

For example: If you are up against 2 nations, you need 19 Fame Points to win.

- Draw 3 NPC without revealing them and use the bases for NPC 1, 2 and 3 to manage their activation order.

Rule changes

Tavern

When buying at the tavern, discard any unique upgrades you already own or just acquired (as these cannot be duplicated). Refill the empty slots at the end of your turn.

For missions that typically require defeating a specific PC, the target will be an NPC.

Some missions may be impossible to complete due to game conditions, such as the target being unavailable, playing in standard mode without boarding actions, etc.

If you draw such a mission, it's bad luck... Discard the card without drawing a new one!

NPC Turn

NPC are revealed ONE by ONE in the following order: NPC 1, NPC 2 and NPC 3.

On the first turn, only NPC 1 is activated.

On the second turn, NPC 1 and NPC 2 are activated.

From the third turn onward, NPC 3 is activated.

Captains

Grace O'Malley: In solo mode, she does not give an extra Fame Point for reaching Reputation -5. Instead, the Fame Points needed to win are reduced by 1.



How do enemy nations gain fame?

Enemy nations gain 1 Fame Point when:

- A full day (day and night) ends with unexplored map tiles remaining (applies to all enemy nations).



- Two barrels sink (applies to all enemy nations).
- A ship sinks (only the responsible nation gains 1 Fame Point).
- A trade route is completed (only the responsible nation gains 1 Fame Point).

- A special route is completed (the responsible nation gains 2 Fame Point).

Each nation loses 1 Fame Point when:

- One of its ships is destroyed by another NPC or PC (in close or ranged combat).

End of the game

The game ends when you reach the endgame marker or when any nation reaches 21 points.

To increase the challenge, you can raise the Fame Points required for your victory. However, enemy nations will always win if they reach 21 points.

How to Increase Difficulty?

- Add more enemy nations.
- A full day (day and night) passes with unexplored map tiles remaining (applies to all enemy nations).
- Or, have enemy nations score points each day and night instead of once per full day.
- Lose 1 Fame Point after dying twice instead of three times.
- Lose 1 Fame Point every time you die.
- Use the standard deployment mode (pre-set).
- Include the three optional map pieces and the Calm card.
- Increase the required Fame Points to 25 to win.
- Maximum damage per cannon are 3.
- Boarding actions now require a roll of 12+ (instead of 11+).

Cooperative Mode

Similar to a two-player game, each player activates two NPC.

They share reputation and scores. Use only one player's marker to track this.

Missions

Missions are shared, with a maximum of 3 allowed between both players.

Public missions must be completed by the player who owns them.

Secret missions can be started by either player. Once a secret mission is started and made public, the player who activated it becomes its owner and places it beside their player board.

Barrels

Each time 2 barrels sink, all nations at war gain 2 Fame Points.

Each player scores their barrels separately, and barrels cannot be exchanged.

2 vs. 2 Cooperative Mode

In a 4-player-game, you can choose to play in a 2 vs. 2 format, following the standard game rules.

Player turn order:

Team 1 plays first and last.

Team 2 plays second and third.

Solo Game Scoring

The game is meant to be an engaging experience rather than a score-chasing activity. However, if you wish to score your solo game, use the following method:

Losing the game

Bad luck—consider lowering the difficulty or give it another shot.

Winning the game

Subtract the leading nation's score from your own.

Multiply this difference by the number of nations you decided to oppose at the start of the game. Refer to the tables below to add or subtract the indicated values.

	2	4	3	2	1
	-1	-1	-1	-1	0

Table 1

Add the base values of each opposed nation (first row). Check the War card chosen (side A or B) and subtract points if enemy nations are at war with each other (second row).

1	1	1	2	1	1	-

Table 2

Values based on selected difficulty:

Nations score during the day (1) (mandatory).

Nations also score each night (1).

Losing 1 Fame Point after two deaths. (1).

Losing 1 Fame Point each time you die (2).

Map is pre-deployed (1).

Using the 3 optional map pieces and the Calm card (1).

Increasing required Fame Points to win (1).

Final score

After calculating the values from both tables, add or subtract any necessary point values for the final score.

To calculate your final score, multiply the result from Table 1 by the result from Table 2 and then by the difference between the leading nation's score and your own.

Example

Table 1: You are playing against Spain and France.

From the first row, you add 4 points for Spain and 2 points for France. This gives a total of 6 points.



Next, check for nations at war with Spain and France.

Spain and France are both at war with England. Since England is at war with at least one of your enemies, you subtract one point. England is also at war with the Pirates, but this does not result in a penalty. Total: -1.

Adding these values together: 6-1 = 5 points.

	2	4	3	2	1
	-1	-1	-1	-1	0

Table 2: Nations score during the day (+1, mandatory), each death costs you 1 Fame Point (2), the map is pre-deployed (1) and you set the victory requirement at 25 Fame Points.

Adding these values together: 1+2+1= 4 points.

1	1	1	2	1	1	-

End of the game: You win the game with 25 points, while France is in second place with 19 points. The difference is: 25-19 = 6 points.



Multiply the results from the two tables by the point difference: Your total score for this game is: 5 x 4 x 6 = 120 points.

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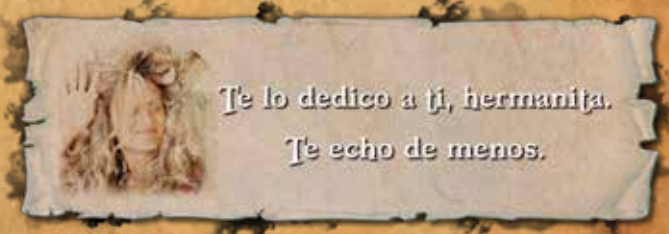
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Game Sequence

1. Individual player turn

A) PC turn

- Movement + Action
- Action + Action
- Action + Movement

+ Free Actions

B) Turn of all NPC assigned to the player.

2. Advancing the time marker

- Draw one event per day.



At the end of each round, rotate all time counters and barrels in play on the explored map tiles.



Actions

- Explore
- Inaction
- Trade
- Interact
- Fire or Ranged Combat (RC)
- Repair

- Boarding or Melee Combat (MC)

Free actions

- Pick Up
- Throw Overboard
- Organize the Ship

- Ramming
- Cornering
- Fishing



ICONOGRAPHY

Damage (ship) / RC	NPC appearance area	Map tile
Cannon	Treasure	Seal 1 (ship)
Ship destroyed	Barrel token	Seal 2 (ship)
Water damage	Fame	PC marker slot
Fire damage	Player marker	Boarding reward
Boarding / Melee Combat	Advance upgrades	Route (direction)
Crew	Discard deck N1	Movement
Crew defense	Discard deck N2	Officer upgrade
Successful boarding	Available captain	Specialist upgrade
Wound (crew)	Day	Officer/Specialist upgrade wildcard
Netherlands	Night	Ship upgrade
Spain	Flip event	Ranged cannon
England	Public Mission	Hammock
France	Secret Mission	Rowboat
Pirate	Treasure clue	Reputation (- +)
Corsair	Pick Up	Reputation lock
Tea	D12	Reappearance mooring
Silver	D20	Level requirement
Cotton	Price	Draw Event card
Sugar	Less than or equal to value	Wind shifts
Wood	Any nation	Front/Rear defense
Oil	Target nation	Success
Purchase (you)	Nation other than X	Optional
Sales (you)	Different from	Level 1
Legal	Remove a card	Level 2
Contraband	Draw a card	Level 3
Tavern	Reward/Bounty	Level 4
Shipyard	Time counter	Draft 1
Mooring	Next PC left/right	Draft 1.5
Port	Controlled player	Draft 2
Natives	Uncontrolled player	Draft 2.5
Fortress	Merchant	Draft 3
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Sandbank	Defensive	
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