

PIRATES! Rulebook 140418



Introduction

Harr Pirate, welcome on board!

So you think you are worthy of being a pirate, uh? Let's set course for sea and find out if you are more useful than scrubbing the decks!

Content

- Cardboard box (fits sleeved cards)
- 6 starting sloops
- 41 (blue) adventure cards
- 39 (red) pirate cards
- 1 fame card
- 100 crew tokens
- 6 battle dice
- 4 personal rule cards
- 1 set-up card
- 1 rule book

Content Extension Set

- 3 new (blue) ship cards
- 5 new (blue) adventure cards
- 15 new (red) Pirates! cards

Goal of the game

Win the game by collecting 7 Pirate points or by eliminating all other players. Collect Pirate points by conquering ships and by earning Cards of Fame.

Preparation

1. Each player takes a purple Big Sloop and places it face up in front of him with 11 crew tokens placed on top. All remaining Big Sloops are put back into the box.
2. Shuffle the red pirate cards and the blue adventures cards and hand out 2 red pirate cards and 3 blue adventures cards face down to each player. Put the remaining red and blue playing cards in two draw piles face down in the middle of the table. Leave room for two discard piles.
3. Place the fame card, the dice and remaining crew tokens on the table. Every player rolls a blue dice. The player with the highest roll starts the game.

The game

Each game is played in turns, in clockwise order.

Each player's turn is divided into 4 phases:

1. Take pirate cards, adventure cards and crew tokens
2. Play your adventures
3. Re-organize your fleet
4. Discard excess cards

1. Take red pirate cards and crew tokens

I) Draw three red pirate cards and 3 blue adventure cards

Note: As soon as the draw pile is empty, shuffle the discard pile to create a new deck.

II) Take as many crew tokens as the total amount of cargo points on your ships and divide them among your fleet.

Note: Make sure you do not exceed any of your ship's maximum capacity (the small number next to the crew symbol).

2. Play your adventures

Put your blue adventure cards face up in the middle of the table. Each of your ships can attack one other ship on the table and those are either the blue adventure cards you just put down or any ship of another player. If there is any on the table, you can also decide to play the adventure card treasure map. Keep any successfully played adventures under your control.

Note: See Battle sequence or Treasure map for more details.

3. Re-organize your fleet

I) You may sell a ship and gain crew tokens equal to its total cargo points. Put the sold ship on the blue discard pile.

II) You may re-distribute your crew tokens among your fleet.

Note: Take each ship's maximum crew capacity into account.

Note 2: Inventory cards that have been placed on a ship cannot be re-distributed.

5. Discard excess cards

1. Put all left blue adventure cards at the center of the table on the discard pile.
2. You are not allowed to have more than five red pirate cards in your hand at the end of your turn. Discard any excess red pirate cards and put them onto the discard pile.

Battle sequence

When a player attacks another ship a battle is initiated. If two players are involved, both of them are allowed to play battle

cards during the battle. If the attacked ship is one of the three played adventure cards, the player on the right of the attacking player will roll the dice for the defending ship.

Playing the battle cards

Battle cards are played at the beginning of each battle phase, before a dice roll. First the attacker plays his battle cards, after which the defender may play his. The attacker and subsequently the defender may continue playing battle cards until both are satisfied, or empty handed.

Battle phases

Each battle is divided in four phases:

1. Wind
2. Cannons
3. Crew
4. Plunder

1. Wind

The attacker rolls the wind dice and adds the result to the speed of the attacking ship. If the total speed is more or equal to the speed of the defending ship, the attack is continued.

Example 1: John's Big Sloop has speed 6 and attacks a merchant with speed 3. John rolls a dice at 0. Now John can continue the attack as his total speed of 6 is more than the merchant's speed of 3.

Example 2: Steve's Big Sloop (speed 6) is being attacked by John's Big Sloop (speed 6). John decides to play his good wind card, increasing his own speed temporarily to 7. John rolls the wind dice at -2 decreasing his total speed to 5. As Steve is too fast for John, John has to break off the attack.

2. Cannons

All players shoot their cannons once. Both players roll as many battle dice as the cannons on their ships. For every gun symbol rolled, remove one crew token of the opponent's ship.

3. Crew

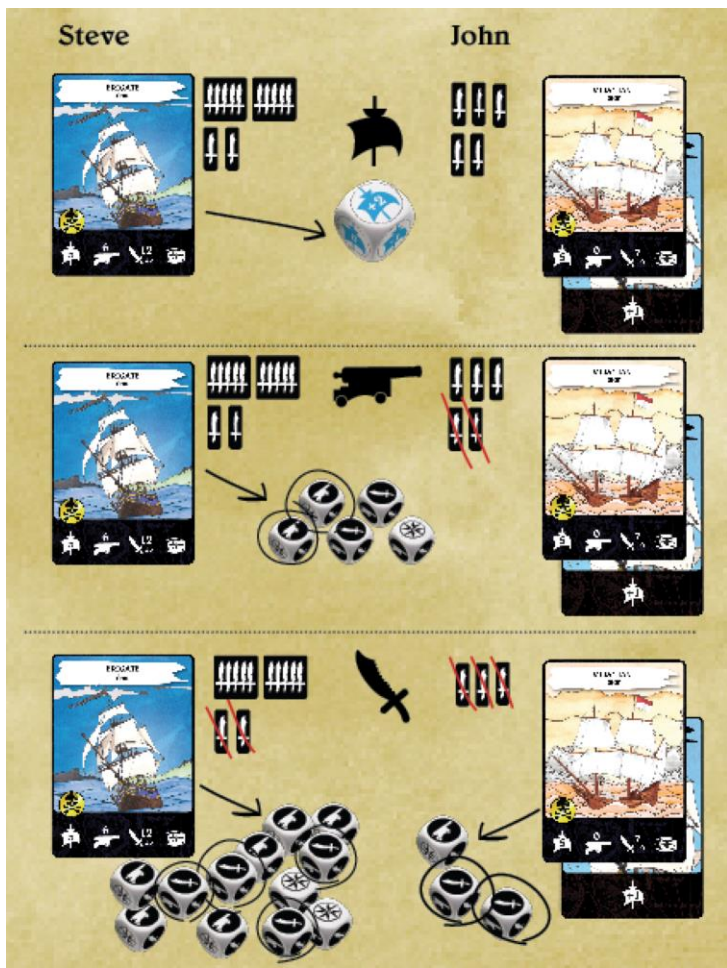
Both players roll as many battle dice as the amount of crew tokens they have on their ships. For every crew symbol rolled, remove one crew token of the opponent. Repeat this round until one ship (or both ships) has no crew tokens left.

4. Plunder

Winner of the battle gains control of the enemy ship, including all inventory cards, and adds one crew token for every cargo point the conquered ship is carrying.

Example:

Steve's Frigate with 12 crew attacks John's Merchant with 5 crew and a full rig.



1. Wind

As Steve rolls a +2 with his wind dice, allowing his Frigate with a total speed of 6 to catch up with the merchant.

2. Cannons

Steve rolls 5 battle dice and eliminates 2 of John's crew by rolling 2 gun symbols. John doesn't roll since he has no cannons.

3. Crew

Now Steve's has 12 crew left while John is down to 3.

Steve rolls 12 dice and rolls 4 crew symbols, eliminating John's crew. John rolls 3 dice for the crew he started this turn with and rolls two crew symbols, reducing Steve's crew to 10.

4. Plunder

Steve takes John's ship, including the inventory card Full Rig and adds a total of 4 crew to the conquered ship.

Eliminating another player

When you lose your last ship (during battle), you are eliminated from the game. The last player automatically wins the game.

Note:

You could be eliminated from the game when the card Traitor is played and your last crew token abandons ship. In this

case your ship is put on the discard pile.

The end of the game

The game ends if one of the following conditions is met:

1. A player has 7 or more pirate points in play during his own turn.
2. All other players are eliminated.

The cards

There are three different cards:

1. Purple Big Sloops, featuring the ship each player starts his game with.
2. Blue adventure cards, featuring ships and treasures
3. Red pirate cards, featuring your turn only cards, battle cards and permanent inventories.

1. Purple Big sloops

Every player starts the game with a Big sloop.

2. Blue adventure cards

There are two types of adventures cards: ships and treasure cards.

Ships

Conquering ships is the main tactic to win the game. There are a lot of different ships, from merchants to war galleons and historic pirates. Each ship is defined by its own unique characteristics: wind speed, cannons, crew, maximum crew, cargo points, pirate points.

Treasure cards

There are 6 different treasure cards, that are recognized by their treasure symbol. The player owning the most treasure points instantly gains control of the Fame card Treasure Cave.

Example: To play Treasure Map, assign one of your ships and roll two dice;

A) If you roll one or more 'explorer symbols' place 6 crew tokens on the assigned ship and place Treasure map in front of you.

B) If no 'explorer symbol' is rolled, remove one crew token from the assigned ship. You can try your luck as many times as you want, until you roll a treasure symbol or run out of crew.

Note:

In case you lost your last crew-member, you lose your ship.

3. Red pirate cards

There are three different pirate cards; Your-Turn-Only cards, Battle cards and Inventory cards.

YOUR-TURN-ONLY

Your-turn-only cards are played during your turn only and can not be played during battle.

Fortuna's Blessing

Draw two action cards from the red pirate draw pile. This card is played during your turn only and can not be played during battle.

Cast Away

Add 2 crew tokens to one of your ships. This card is played during your turn only and can not be played during battle.

Harbour

Add 3 crew tokens to one of your ships. This card is played during your turn only and can not be played during battle.

Neptune's Revenge

Take a random pirate card from target opponent's hand. This card is played during your turn only and can not be played during battle.

Sabotage

Destroy a target inventory card on the table. Put back that inventory card on top of the discard pile. This card is played during your turn only and can not be played during battle.

Traitors

Take 1 crew of target ship and put it onto a ship of your own choice. This card is played during your turn only and can not be played during battle.

Old Seadog

Put any adventure card from the discard pile into play. This card is played at the beginning of your turn before the battles.

St. Elmos Fire

Take any pirate card from the discard pile and put it in your hand. This card is played during your turn only and can not be played during battle.

BATTLE CARDS

Battle cards are played only by players that are fighting a battle. The battle card effect lasts until the end of the battle. After the battle, put the cards on top of the discard pile. During the battle the maximum crew limit may be exceeded. See also 'battle sequence' for more details.

Good wind

Add 1 speed to target ship during battle. This effect lasts during the battle only.

Surprise attack

Withdraw 3 speed of the total speed of target ship. You can play the 'Surprise attack' only if you are attacking and during battle.

Good Speech & Bottle of rum

Put X crew tokens on the played card. Treat this tokens as if they were real crew token on your ship. Discard the token at the end of the battle. Note: You can sacrifice the tokens during battle instead of the tokens on your ship.

Terror & Drunken brawl

Remove one crew token of target ship permanently.

Chain shot

Add 3 temporary cannons to your ship during the battle.

Fog

Re-roll the wind dice. Both attacker and defender can play 'Fog' during battle.

Grappling hooks

Both players skip the 'Gun Phase'. If 'Fast reload' is also played, both 'Grappling hooks' and 'Fast reload' are put straight onto the discard pile without causing effect.

Fast Reload

Fire your cannons an extra time during battle. If 'Grappling hooks' is also played, both 'Fast reload' and 'Grappling hooks' are put straight onto the discard pile without causing effect.

Example: Steve plays a Chain shot and Fast Reload during battle on his own Frigate that has a Gunnery upgrade. His cannons total an amount of $(6+3+2) \times 2 = 22$.

Example 2: See previous scenario. John reacts by playing Grappling hooks, cancelling out Steve's Fast Reload. Both cards are put onto the discard pile without causing effect, leaving Steve with a total amount of cannons of $6+3+2 = 11$.

INVENTORY

Inventory cards are played during your turn only before or after battle and are placed permanently on a target ship. Inventory cards that have been placed on a ship cannot be re-distributed to another ship. Inventory cards can only be destroyed using the card 'sabotage'. If a ship containing an inventory card is conquered during battle, both ship and inventory cards change owner. More than one inventory card can be placed on one ship.

Full Rig

Place 'Full rig' permanently on target ship. Add 1 speed to target ship.

Gunnery Upgrade

Place 'Gunnery upgrade' permanently on target ship. Add 2 cannons to target ship.

Crows Nest

You may swap all your adventure cards once during your turn.

Gunnery Master

Place 'Gunnery Master' permanently on target ship. Add 3 cannons to target ship.

Living Quarters

Place 'Living Quarters' permanently on target ship. Target ship's maximum crew capacity is increased with 5. When Living Quarters is destroyed, remove any excess crew instantly.

EXPERIENCED PLAYER RULES

When you like to play a slightly more dynamic and fast game, you might replace the following rules;

First round Equal

Only during the first round, all players get their first income at the start of the gam, instead of during their own turn. This takes away first player advantage. From round two, play using regular rules.

Drawing red pirate cards equal to your pirate points

I) Draw three red pirate cards at the beginning of your turn instead of:

I) Draw one red pirate card for every pirate point you have in play. Always draw a minimum of two cards.

This makes the game more volatile.

Drawing adventure cards at the end of your turn

Draw three blue pirate cards at the end of your turn to speed up gameplay (players can plan ahead during their own turn).

EXPANSION SET

This version of Pirates contains the first extension set, containing additional cards for the experienced pirates. For inexperienced players it is easier to start the first game without these extension cards.

HOW TO PLAY THE EXPANSION SET

Add extension cards to the basic deck. Play using the normal rules.

EXTENSION CARDS

Ships:

Le Claude

Captured Sloop

Golden Hind

Treasure cards:

Kraken (2x)

Sunken City

Lost Galleon

Governors Daughter

Flying Dutchman

Pirate cards:

Crows Nest (2x)

Living Quarters (2x)

Fog (2x)

Gunnery Master (2x)

Neptune's Revenge (3x)

Harbour (2x)

Sabotage (2x)

Traitors (2x)

Old Seadog (2x)

St. Elmos Fire (2x)

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