Pirates of the Cerulean Seas
Comprehensive Game Rules
incorporating official Wiz-Kids FAQs and Rulings
and House Rules by Ryan Hackel

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Introduction: When the Pirates CSG debuted in 2004, it was a very simple and straightforward hybrid of a CCG and a miniatures game. Over the last two years, Pirates has evolved into a far more complex game, with each new set adding new mechanics, abilities, and new unforeseen combinations. Just as in CCGs, the cumulative range and intricacy of card effects continually increased over time, thus requiring a comprehensive rules document such as this. Wiz-Kids has declined the initiative to create such a document, instead opting to scatter the games rules among different expansion pamphlets and online FAQs. This document pools together the collective rules from the base set *Spanish Main* to *Davy Jones' Curse*, along with the latest FAQ (dated Aug. 2006). I have envisioned this document to be a reference for experienced gamers, those with familiarity to the basic Pirates rules. Much of the text in this document has been taken verbatim from the official rules, but I have clarified the language where I have felt it necessary. *[Feeling that Pirates shows signs of being an incomplete game design, I have also taken the liberty of adding some favorite house rules of my own (including campaign rules), which appear in the text in brackets like this.]*

Rules of the Game (Overview)

Creating a Fleet: First, all players agree to the game's point build total. A 40 point build total is recommended; that is, choose ships, crew, sea monsters, and events (crew, events, and sea monsters are optional) with a combined point cost of up to 40 points. Any build total may be chosen as long as each player's fleet uses the same build total. Each ship must fly her nationality's flag from her stern (rear of the ship); players may build mixed-nationality fleets. Duplicates of named ships, crew, or unique treasure in the same player's fleet are not allowed; basic crew, basic treasure and events are the only exceptions to this. *[House Rule: Players may only build mixed nationality fleets in draft formats].*

Setup: The game can be played on any horizontal flat surface. Each player rolls a d6 (reroll ties). The player who rolls the highest result is the first player; the other is the second player. *[House Rule: The younger player is the first player; the older player is the second player.]*

Placing Islands: For a 40-point game, players must use six islands. If you don't have enough islands, use similarly sized and shaped objects to represent them and make up the difference. Starting with the first player, players take turns placing an island on the play area. Islands must be placed at least 3L, but not more than 6L, from each other. *[House Rule: For every 20 points over 40, each player contributes another island.]*

Placing Terrain: Using terrain in your games is optional. If you use terrain in your game, players should agree on the number of terrain pieces that will be used; it is recommended that players place the same number of terrain pieces, in the same order that they placed islands. Terrain may be placed anywhere on the play area, but each piece must be placed at least 1S from any island or other piece of terrain.

Choosing Home Islands: The second player chooses which island will be the home island of the first player. The first player places his or her ships so that their bows touch that island. The first player

then chooses a different island to be the second player's home island, and that player places his or her ships so that their bows touch that island.

Placing Crew: If you have chosen crew, put them face down either on your home island or on the deckplate card of the ship to which you assign them. No matter what a ship's cargo capacity, it cannot carry crew with a combined point cost higher than the ship's point cost.

Placing Treasure: Each treasure coin is printed with a number indicating how much gold it is worth. For a 40-point game, each player should contribute eight treasure coins totaling 15 gold points. Shuffle this treasure with the numbers face down, and then randomly distribute four coins to each wild island. *[House Rule: For every 10 points above 40, each player contributes 2 more treasure coins, and the combined treasure value contributed by each player increases by 4.]* (See also: Unique Treasure)

Starting the Game: The first player takes the first turn. Turns alternate between both players.

Rules of the High Seas: Here are some game concepts important to the Pirates CSG rules:
- Six-sided dice are abbreviated "d6".
- Ability text (found on the fronts of cards) supercedes these rules; that is, abilities are meant to be exceptions to these rules. The only rule that is never superceded is that a cannon die roll result of 1 always misses.
- Flavor text (found on the backs of cards) has no bearing on game play; it is there merely to tell part of the game's story. Reference the card's ability text to see what it can do in the game.
- Two sources of the same ability text on a ship (such as from the ship and a crew, or from one crew and another crew) do not stack; that is, you may use that ability on that ship only once each turn.
- "Loading/unloading" and "transferring" are the same thing. These terms are interchangeable and are functionally identical.
- "Touches" refers to the act of coming in contact with another ship. "Is touching" refers to the state of the ship in relation to another ship.
- Play with good sportsmanship and have fun!

Actions: On your turn, you are able to give one of four actions (**Move, Explore, Shoot, or Repair**) to each of your ships. You may give actions only to ships in your fleet. The following game functions may be performed as a free action after a move action: **Dock, Ram, Board, Tow**.

Ending the Game: The game is over if any one of the following conditions are met:
- A player has more than half of the starting gold total on their home island.
- At the start of any turn if any player no longer has the possibility of giving future move actions to any of their ships
- All gold is on the player's home islands.

Winning the Game: After the game ends, the player with the most gold on his home island is the winner. In the event of a tie in gold count, the player who removed the most masts in combat is the winner. In the event of a tie in mast removal, the player with the most masts remaining is the winner. If the game is still tied, the players can choose any method they agree on to break the tie in this case.

Official Multiplayer Rules

Playing Pirates with more than two players uses all the standard rules found in this document, with the following exceptions.

Preparation: Each player brings three islands and six treasure tokens of any value or type.

Setup: Each player rolls 1d6. The player with the highest result (reroll ties) is the first player, and he or she places the first island. The player to the left of the first player then places one island. Continue this process, with each player placing one island, until all islands are placed.

The last player to place an island picks his or her home island first. The player to that player's right then picks a home island that hasn't already been chosen. Continue this process, until each player has chosen a home island.

Once all home islands are chosen, the first player takes the first turn, with subsequent turns proceeding to that player's left.

Place treasure per the standard rules; each island should have three treasure tokens on it.

Treasure and Victory: Unlike the standard rules, treasure is not revealed when it is brought back to a player's home island. Any unique treasure, however, is revealed at the wild island per the standard rules. Once the last treasure token is loaded on a ship, mark that ship with and "end" token.

The game ends when any one of the following three conditions is met:

- The ship with the end token unloads the last treasure onto its home island.
- The ship with the end token is sunk.
- At any point there is only one player with a nonderelict ship.
- *(4+ players only)* At least half the players have had all their ships sunk.

When one of the above conditions is met, reveal all treasure, including any treasure on ships. Each player adds up his or her total treasure value on his or her home island and/or ships. The player with the highest treasure total wins.

Note: Treasure on a ship that is sunk does not count toward victory for any player.

Encyclopedia

Black Mark: This crew may start the game as if it belongs to the Cursed nation instead of its nation. If it does, place it face up on the ship to which it is assigned; that ship is considered to fly the Cursed flag instead of the flag of her nation. If placed face up in this way, this crew's point cost is increased by 1. *[House Rule: Players with a Cursed fleet consider crew with the Black Mark keyword to also have the Ransom keyword.]*

Boarding: After a ship rams another ship, either player may initiate one (and only one) boarding party as a free action; this is the only time a boarding action can be ordered. The player whose turn it is decides first. Each player rolls 1d6 and adds the result to the number of masts remaining on his or her ship involved in the ram. The player with the highest total may eliminate one crew on, or steal one treasure from, the other ship.

[House Rule: This works in place of the official Boarding rules. Boarding can be done as a turn action, like Move or Repair, or as a free action after ramming. Both ships roll Xd6, where X = #masts + #crew on the ship. Example: a 3-masted ship with 2 crew would roll 5d6. Pair up the highest die roll from each player; the player with the lesser roll eliminates a mast or crew of their choice. Eliminate that pair of dice, and repeat the process until one player is out of dice; ignore the remaining dice. If one ship has an X of zero, the other player may then capture (and immediately own) the vessel. Boarding bonuses (i.e. Guy LaPlante, Lynch's Noose) do not add to any die roll. If a ship already has at least 1 die from another mast or crew, this ability gives the ship one additional die.]

Bow: The bow of a ship is a zone at the front of the ship. It begins where the front of the ship actually touches the table and extends forward (including any masts, mastheads, etc.). The bow is everything in front of and including the most forward points where the ship's hull touches the play surface.

Broadsides Attack: When a ship with this keyword is given a shoot action, you may choose to make the attack a Broadsides Attack. The requirements for such an attack are as follows: all of the attacking ship's cannons must have clear line of sight to the single target, all of those cannons must be within S-range of the single target, and all cannons must hit or no damage is done. Reduce each of her cannons to S-range and shoot at only one target. Roll only 1d6; the result must be higher than each cannon's rank. If it is, all cannons hit, and the ship also gets one extra hit. No other abilities may apply to this action (except for the basic captain ability). It can be cancelled by other abilities.

Cannoneer: Cost = 2 pts. Once per turn, one of this ship's cannons may shoot again if it misses.

Captain: Cost = 3 pts. As a free action, this ship may shoot immediately after this ship completes a move action, but before any other free actions. (See "Ability Clarifications" below.)

Crew: Each crew takes up one cargo space on a ship. Crew is considered a type of cargo. Crew can use their abilities only on ships, never on islands. If a crew and ship are not of the same nationality, that crew cannot use its ability while on that ship. A crew with a point cost of 0 may be assigned only to a ship that shares its nationality. You must reveal (turn face up) a crew when using its ability, and it must remain face up the remainder of the game.

> Basic Crew: This crew is not unique and not restricted to the 'one per fleet' rule. Basic crew includes Cannoneer, Captain, Explorer, Helmsman, Musketeer, Oarsman, and Shipwright.
> Named Crew: Named crew only have the abilities listed on the card. If the title of the named crew contains a basic crew name, it does not inherit the abilities of that basic crew.

Derelict: A ship becomes derelict when her last mast is removed, and cannot move. A derelict may be given only explore or repair actions. A derelict can still carry treasure and crew. If a derelict ship is hit, she sinks. *[House Rule: Derelicts may also be given shoot actions.]*

Docking: You cannot dock at an opponent's home island. As a free action, a ship docked at an island may drop off and board crew, or transfer crew to and from another ship docked at the same island. A ship can move away and re-dock with a combination move.

Events: Events are special cards you purchase when building your fleet. The point cost of each event is printed with ability text explaining when and how to play it. Events are not necessarily assigned to ships during setup.

Explorer: Cost = 1 pt. This ship may dock and explore a wild island using the same move action.

Exploring: If a ship begins one of your turns docked at a wild island, give her an explore action to look at all the treasure on that island (without revealing it to the other player) and choose as much treasure as you want to take (within the ship's cargo capacity limits). Place each chosen treasure face down on the ship's deckplate card. Any treasure not taken is left face down on the island.

When you leave a wild island, mark that you have explored it by leaving a streamer (or other token) on the island; if you dock at an island with your streamer on it, you can explore it as a free action after docking.

You may also explore any allied ship or derelict that your ship touches, which allows you to transfer crew and treasure between ships (unique treasure may be transferred in this way only if the treasure allows for it to be unloaded or transferred). You can unload treasure or crew at any non-home island, and it is fair game for other players to load it. (See also: Unique Treasure, Wild Island)

Fear: For each target enemy ship within S of this ship at the beginning of this ship's turn, roll 1d6. On a result of 5, none of the target's ship or crew abilities may be used this turn. On a 6, the target's base speed is S on her next turn. Fear can be cancelled by other abilities, or after the roll is made.

Fog Bank: A fog bank has the numbers 1-6 printed around its edges. When any part of a ship touches a fog bank, the entire ship must be placed within the fog bank as a free action; the ship's turn ends, even if she could move farther than turn. A ship in a fog bank is lost. Lost ships cannot shoot, be shot at, ram, pin, or board other ships. Fog banks block lines of fire.

Ships exit fog banks in random directions. When a ship is given a move action to exit a fog bank, roll 1d6 before moving her. Place the ship outside of the fog bank with her stern touching the number on the fog bank that matches the die result; she can face in any direction away from the fog bank and is no longer lost. Begin moving the ship from that point.

Forts: Forts are printed on two cards and are assembled like ships. Fort flags represent cannons, and you can customize a fort by placing flags on either its corners or walls. Use one flag per cannon. During a shoot action, you can assign a different cannon to a different flag. Forts are not placed during setup; rather, they are purchased and built during the game on wild islands you have explored. A wild island may have only one fort on it at a time.

Building Forts: To build a fort, the following three conditions must be met:
o   You must have the fort in the Pirates CSG collection.
o   You must have an amount of gold points on your home island equal to or greater than the fort's gold point cost. The gold cost listed on each fort is the minimum payment required to build the fort. You cannot make change for gold treasure on you home island to make the minimum payment.
o   You must have a ship docked at a wild island you have explored in order to build a fort there.

If these three requisites are met at the end of one of your turns, you may build the fort as a free action. Take the gold used to pay for it from your home island and place it inside of the assembled fort. Place the assembled fort on any wild island at which you have a ship docked. The fort must be placed on the island such that two of its opposite corners are completely on the island.

Treasure: If there is any face-down treasure on the island where the fort is built, move that treasure inside of the assembled fort; it is now yours. You may use a ship to load treasure from a fort and move it to another fort or to your home island, but a fort must always have a number of gold points inside of it equal to or greater than its gold point cost. *[House Rule: Gold in a fort does not count toward victory; it must be transferred by ship back to the home island to count. Forts can have any amount of gold inside them, even zero.]*

Shooting: Forts may be given only shoot actions. Shooting with fort cannons is just like shooting with ship cannons; use the indicated ranged and ranks on the flags and measure distance from the flags. Other ships or islands do not block lines of fire drawn from forts.

Abandoned Forts: When a fort is hit, its player chooses and eliminates a flag. When all of a forts flags are eliminated, it is abandoned and may not be given actions.

Destroying Forts: If an abandoned fort is hit, remove it from the game and place all the gold that was inside of it back on the island, which reverts back to an unexplored wild island.

Free Action: Unless a game effect specifically requires a Move, Explore, Shoot, or Repair action, that effect is a free action. Free actions happen automatically and immediately. A free action does not count as a ship's action for the turn on which it occurs.

Galley: A ship with this keyword cannot pin or be pinned. If this ship rams, she cannot eliminate a mast from the rammed ship. As a free action, this ship may rotate on her stern in any direction after she completes a move action. If derelict, this ship may move S.

Ghost Ship: If a ship has this keyword, or a crew aboard a ship has this keyword, decide if the ship is ghostly at the beginning of each of your turns. If ghostly, the ship gains the following abilities: She ignores islands, terrain, an other ships when moving; she may not end a move with any part of her physically overlapping an island or another ship; she may not be rammed or pinned: and she may not dock. A ghostly ship can still shoot and/or be shot at. If she becomes ghostly in a fog bank, she can exit at any point of that player's choice along the edge of the fog bank.

Helmsman: Cost = 2 pts. This ship gets +S to her base move. This ability can combine with the Oarsman ability.

Junk: This ship's masts do not block her line of fire.

Limit: The Limit keyword applies to the keyword that follows it in the ability text. You may have only one card with that keyword in your fleet.

Link: Some crew are linked to other crew and ships (as noted by the chain symbol printed on their cards). When two linked crew are assigned to the same ship, that ship gets +1 cargo space. In the same way, if one crew is assigned to a ship to which it is linked, that ship gets +1 cargo space. Multiple links on the same ship stack; that is, a ship gains +1 cargo spaces each time two linked crew are assigned to her, of a crew linked to her is assigned to her.

Marine: A crew with this keyword may be dropped off on any island (except on an opponent's home island). Whether on a ship or an island, it may be given its own shoot action each turn, just like a ship; it has a 2-rank S-range gun. Opposing players may target this crew with shoot actions only if it is on an island, but it must be hit twice in the same turn in order to be eliminated – a single hit has no effect. Unlike other abilities, the Marine ability does stack. For example, if two crew with Marine are assigned to the same ship, they may both use it on the same turn. When a Marine is shooting from a ship or island, the line of fire is drawn from any point on the ship or island, including the edge. When shooting at a Marine on a ship or island, your line of fire must touch the ship or island. Forts are irrelevant. Opposing players may only target Marines with shoot actions. *[House Rule: This rule replaces the official Marine keyword. This crew has the Musketeer ability. This ship gets +1 to boarding rolls. This ship gets +1 to cannon rolls against forts. This ability does not stack.]*

Moving: A ship cannot move through an island or another ship. If a ship has a combination move, such as L+S, you may choose to move her either L or S first, though she may change direction only between each measurement. You can change heading for each segment, including the first. If a ship touches another ship or an island during her movement, the move action immediately ends, even if she could move farther during that move action.

> Unloading Treasure: When you dock at your home island, you must unload all treasure worth gold points; this is a free action. Some unique treasure is not worth gold points and is cannot be unloaded at your home island unless explicitly allowed to.

Musketeer: Cost = 3 pts. This ship gains one S-range cannon that may not have its range or cannon roll increased. It can shoot from any mast (even an eliminated mast). Note: This ability does not stack. The Musketeer cannot normally shoot from a derelict, since derelicts cannot be given shoot orders; a Musketeer on a derelict could only shoot with the help of an oarsman and a captain. This ability can combine with the "eliminates 2 masts with one hit" ability.

Oarsman: Cost = 1 pt. If derelict, this ship gains a base move of S. This crew takes up no cargo space. Neither of these abilities stack.

Pinned: A ship is pinned when her bow is in contact with any part of an enemy ship. The pinned ship can't move until the other ship moves away or is derelict. The only way a pinned ship becomes unpinned is if the other ship moves away or becomes derelict.

Ram: After a ship resolves a move action, if any part of her bow physically touches any part of an enemy ship, you can ram that ship as a free action. Roll 1d6; if the result is higher than the number of masts remaining on the enemy ship, the enemy ship's player must choose and eliminate (remove from the game) one mast from that ship. Unless the enemy ship becomes derelict from being rammed, the ramming

ship automatically becomes pinned. Ships cannot ram each other while they are pinned. Ramming has no effect on derelict vessels. (See also: Pinned, Boarding)

Ransom: All crew with this keyword are permanent crew of their ship and can only be transferred or eliminated by an enemy source. Friendly abilities cannot be used to modify this ability. If a crew with this keyword is transferred to an enemy ship, it becomes treasure worth 5 gold to the capturer. If eliminated by an opposing player, it becomes treasure worth 1 gold to that player and appears on that player's home island as a free action.

Reef: When any part of a ship moves onto a reef, roll 1d6. The result is the reef's rating until the end of that player's turn. Place the die result on the reef to remind you what the rating is. Compare the rating to how many masts the ship had when she was constructed. If the reef's rating is lower than this number of masts, the ship has a number of masts eliminated equal to the difference.

For example, if a 3-masted ship sails over a reef with a rating of 4, no masts are eliminated. If a 4-masted ship sails over a reef with a rating of 2, two masts are eliminated. If the reef rating and number of masts are the same, no masts are eliminated.

If a ship ends her movement partially on a reef, she does not have to roll to see if masts are eliminated when she moves off of the reef.

If a ship takes more damage than the number of masts remaining as a result of sailing over a reef, she is wrecked and remains on the reef; a wreck blocks movement and lines of fire. To signify that a ship is a wreck, remove one of her hull pieces. This will cause the ship to "lean" onto the reef and look like she wrecked there. Any crew or treasure on the wreck remains on the wreck, and wrecks may be explored. *[House Rule: Simply roll for the reef's rating each time a ship touches it. That roll only applies to the ship that just touched the reef.]*

Repairing: The repair action allows a ship docked at her home island to repair (bring back into play) one mast.

Sargasso Sea: When a ship sails over a Sargasso Sea, roll 1d6. The result is the Sargasso Sea's rating until the end of that player's turn. When a ship sails over a Sargasso Sea, compare the rating to how many masts the ship had when she was constructed. If the Sargasso Sea's rating is higher than the number of masts, the ship is tangled in the weeds and may not be able to move.

For example, if a 3-masted ship sails over a Sargasso Sea with a rating of 4, she is tangled. If a 4-masted ship sails over a Sargasso Sea with a rating of 2, the ship is unaffected. If the Sargasso Sea rating and the number of masts are the same, the ship is unaffected.

If a ship is tangled, you may use her action for the turn to try to free her. Roll 1d6 and add the current number of masts on the tangled ship to the result. If the result is more than 6, the ship is untangled. Orient the ship in any direction, with her stern touching any edge of the Sargasso Sea. She may be given a move action to move normally next turn. *[House Rule: Simply roll for the Sargasso Sea's rating each time a ship touches it. The roll only applies to the ship that just touched the Sargasso Sea.]*

Schooner: As a free action, a ship with this keyword may rotate on her stern in any direction after she completes a move action. She may not use this ability if she has touched any ship or island or docked during her move. *[House Rule: A schooner's masts are not considered to overlap or block their line of fire except directly forward or aft.]*

Scuttling: Sometimes you may want to sink your own ship rather than have her fall to your opponent. At any time during your turn, you may give one of your derelict ships a free action and declare that you plan to scuttle that ship. Roll 1d6. On a result of 5 or 6, that derelict ship sinks at the beginning of your next turn. If an opponent begins to tow that ship before the beginning of your next turn, the scuttle attempt fails. All crew and treasure on a scuttled ship are removed from the game when she sinks.

Sea Monster: Sea monsters count as ships, but they behave differently. They can be given only Move, Ram, Board, and Shoot actions. They can't pin or be pinned, and they are considered docked if their movement ends in contact with an island.

At the beginning of your turn, you can choose if your sea monster is submerged or not. While submerged, a sea monster can move through/under ships and terrain (but not islands), but can't end its movement in contact with them. While submerged, a sea monster can't shoot or be shot at, or ram.

Sea monsters have tentacles or segments that act as masts with respect to their move and shoot capabilities. The tentacles/segments are also considered as masts with respect to any abilities that target masts.

Sea monster movement can be measured either from the side of the base where the white dot is located or from the opposite end anywhere beneath where the tentacles reach over the edge of the base.

When boarding, they can't eliminate crew—only steal treasure. When shooting with a sea monster, measure from directly above the printed die on each tentacle/segment. It is possible that one or more of the tentacles will block line of fire for a given tentacle.

A sea monster cannot be assigned crew. A sea monster pins a ship if it rams any part of the ship; it cannot be pinned. After winning a boarding party, if it chooses to take a unique treasure, eliminate that treasure. A sea monster cannot tow. A sea monster is eliminated immediately if it has no segments. Sea Monsters cannot Repair. *[See house rule for Boarding.]*

Shipwright: Cost = 2 pts. This ship may repair at sea or at any island. If captured along with a ship, the shipwright can immediately be used that turn.

Shooting: You may fire any and all of your cannons each turn. Each firing cannon must have a line of sight to a valid target, defined as an invisible "line of fire" from the associated mast's center point to any part of the target. If this line crosses your own ship's masts or sails, any island, or other ships (other than the target the line is being drawn to), the shot cannot be made. A target is within range if any point of the measurement bar crosses the target and unblocked by your own masts, other ships, or islands. You cannot shoot at ships docked at their home islands, and you cannot shoot at a member of your own fleet.

To resolve the shot, roll 1d6 for each firing cannon. Compare the die result to the cannon's rank. If the die roll is higher than the cannon's rank it hits; otherwise it misses. A die roll result of 1 automatically misses. When a ship is hit, that ship's player chooses and eliminates (removes from play) 1 mast from his or her ship. When a ship loses its last mast, it becomes derelict. (See also: Derelict)

When an ability or rule targets crew, treasure, or masts for removal, elimination, transfer, or other event, the defending player chooses the item in question, unless stated otherwise by the ability.

If a ship has the ability "L-range cannons cannot hit this ship", the restriction applies to all L-range cannons at any distance from the target.

> Sinking a ship with treasure on her: Add together all the gold on the sunken ship and divide it equally between the ship's controller and the player who sank the ship. If the total gold cannot be divided equally, the player who sank the ship gets the greater amount. If change must be made, the sunken ship's owner gets the first chance, followed by the player who sunk it. Change is made using gold at the home island. Place treasure you gain in this way on your home island as a free action. Unique treasure is removed from the game when it sinks. *[House Rule: Divide the ship's gold by drafting, with the attacking player starting first.]*
>
> Sinking a ship with crew on her: Crew on a sunken ship are removed from the game.

Stern: This is the rear of the vessel.

Terrain: Terrain is printed on the backs of islands. Terrain types include Fog Bank, Reef, and Sargasso Sea. Their ability typically affects ships that sail onto them. The use of terrain is optional.

Tow: After a ship is given a move action, if any part of her is touching the bow of any derelict, she can tow that derelict as a free action. As a free action, move the derelict so that her bow touches the stern of the towing ship. Fit the derelict as straight as possible behind the towing ship; if there isn't enough room to do so, you are allowed to bend the towed vessel until it fits. The towed ship and any crew and treasure on that ship become part of the towing player's fleet.

The base move of the towing ship becomes S; the towed ship moves with the towing ship as a free action. When the towing ship docks, dock the towed ship at the same island as a free action.

A towing vessel can voluntarily release a towed vessel at any time. You cannot steal a towed derelict from an enemy ship by moving your ship so that it is touching the towed derelict. You can only tow one ship at a time.

Turtle Ship: This ship cannot be boarded if she has turtle panels, but can still initiate boarding actions. When this ship is hit, remove one of her turtle shell panels. When no panels remain, remove masts as normal. If derelict, this ship gains a base move of S. Each turtle panel counts as a mast for purposes of repairing. If a Turtle ship has panels remaining and is hit by a Firepot Specialist, remove one panel, per the Turtle Ship ability AND replace a mast with a fire mast. The Turtle Ship ability affects only mast removal, not replacement.

Unique Treasure: A unique treasure does not take up a cargo space. A unique treasure must be taken by the first player to explore the island on which it is placed; in other words, if you find a unique treasure token when you explore, you are required to load it if able. Place it face up on the ship's deckplate card; any ability a face-up unique treasure has comes into play as a free action. If a unique treasure is supposed to be loaded face down, treat it exactly like gold treasure. You are not required to load it and it

takes up no cargo space. You do not have to reveal it to your opponents. If a unique treasure's ability cannot be used in full due to an ability that is on the ship, then the treasure has no ability until the circumstances change so it can work properly.

A player cannot contribute more than one unique treasure with the same name to the total treasure contributed to the game. At the beginning of the game, each unique treasure is worth 0 gold. A unique treasure's value may change later in the game, depending on its ability text. If you contribute unique treasure, however, the rest of the treasure you contribute must still total 15 gold points (for a 40-point game). *[See house rule about Placing Treasure.]* (See also: Exploring)

Wild Island: This term describes an island that is not any player's home island. Wild islands start the game with gold on them. Any ship can dock at wild islands. Forts can only be built on wild islands.

Ability Clarifications

"Once per turn, this ship may move S after unloading cargo." – This ability can only be used when the ship's owner unloads the treasure via an explore action or when the ship docks at her home island. The ability can be used of the ship is derelict. The additional movement of S is part of the same move action, and the ship can still ram after using the ability.

"When this ship hits an enemy ship, you may also eliminate one cargo from that ship." – This ability is not limited to once per turn. Every time the ship hits an enemy ship, you may eliminate one cargo from that ship. Crew and treasure are both cargo, so either may be eliminated.

"This ship eliminates two masts with one hit." – When this ship hits a ship with only 1 mast, that ship does not sink. This ability applies only to masts. This ability affects Sea Monster tentacles.

"Two hits from the same shoot action are required to eliminate one of this ship's masts." – This ship ignores the odd numbered hits it receives during each shoot action as long as has at least one mast.

"After looking at treasure on a wild island, you may trade any one treasure from that island for a random treasure on any other wild island. This ship must load the traded treasure." - This ability only applies to gold treasure.

"Once per turn before you give this ship an action, roll 1d6. On a 5 or 6, this ship may be given the same action twice." – This combines with the basic captain ability to allow two move-and-shoots on the same turn.

"This ship may move and shoot using the same move action." – Shooting happens after all movement is finished, not before moving, or between movement segments. Derelicts may use this ability only if they are able to move first and if they have cannons to shoot. Shooting occurs between moving and ramming.

"Once per turn, you may eliminate one of this ship's crew to give her an extra action." – Ghost Crew over-rides this ability. A ship with this ability and the "move-and-shoot ability" can perform a move-and-shoot, then eliminate a crew and assign another move-and-shoot action. A crew with this ability cannot eliminate itself to gain an extra action.

"Place this crew face up during setup. Reduce the cost of all other crew placed on this ship by 1." – The ability cannot be used to increase fleet build size. The ability is only used when the crew is placed on a ship – which happens after the fleet is built.

"Once per turn, reroll any die roll made for this ship; you must use the second die roll result." – The reroll is not mandatory. It can be used on the ship or any other crew occupying that ship. It cannot be used with a Broadsides Attack roll.

"One of this ship's treasure is worth +X gold when she docks at your home island." – The value of that treasure has been modified for the remainder of the game, regardless of where it winds up, or who has it. This ability cannot be applied to unique treasures with a gold value currently less than 1.

"All this ship's cannons have L range." – This ability only allows all cannons to fire at L range. It does not change the white cannon rating to a red one.

"Once per turn, cancel the ability of one crew or ship within S of this ship." – This ability can be used once on any player's turn, and the affect of the ability lasts until the end of that turn. The targeted ability must be initiated within the S range. It cannot target face-down crew, as there is no ability to target.

"Once per turn, one crew or ship within S of this ship cannot use its ability that turn." – This ability can be used once on any player's turn, and the affect of the ability lasts until the end of that turn.

The targeted ability must be initiated within the S range. It cannot target face-down crew, as there is no ability to target.

"Once per turn, if this ship is within S of an island, you may mark the island as explored without docking at it. The island becomes unexplored in regards to all other players." **-** To make this ability work with forts in mind, the following sentence should be added to this ability text: "You can't build a fort on this island." This ability cannot be used along with Hidden Cove to explore a wild island on the first turn; the exploration rules specifically state that the ship must start the turn docked at the wild island or that the island must already be marked as explored when the ship docks at the island.

"If this sea monster succeeds at a boarding party, you may choose two crew, two treasure, or one crew and one treasure, instead of only one crew or treasure." **- T**his ability overrides the Sea Monster keyword with respect to boarding.

Specific Card Rulings

Abandoned Crew: When found, treat these unique treasures exactly like basic treasure. They are loaded onto your ship face down and they each take up 1 cargo space. To use the crew's ability, simply turn them face up. Treat these crew as though their point cost is 0. *[House Rule: This unique treasure coin can be traded in at any time for a basic crew token of your choice, which is placed on this ship.]*

Bad Maps: You do not have to obey island placement rules when moving the island. The island and ship are moved together as if they were one piece. It cannot be moved into contact with another ship, island, or terrain.

Becalmed: Should read, "Reveal this event at the beginning of one of your turns and place its token anywhere on the play area (except on an island or a ship). No ship within L of the token may be given a move action unless she can move when derelict, *or has the Galley keyword. The ship's base movement is equal to the amount she can move if derelict or her full amount if she has the Galley keyword.* Remove Becalmed from the game at the beginning of your next turn." Becalmed can be played on your first turn. *[Author's note: It is simpler to say that Becalmed has no effect on Galleys, Turtle Ships, or ships with Oarsmen. This doesn't cover future ship types or crew that may grant the 'moving derelict' ability, so there should be a keyword for this ability. Or perhaps Becalmed should say it affects "only ships that are unable to move as derelicts."]*

Boston: Boston's masts are misprinted. The middle mast should have a red 3 die on both sides while the last mast should have a white 3 die on both sides. Use the cannon values printed on the ship's deckplate.

Carolina: This ship deliberately does not have the Schooner keyword.

Chariot of the Gods: Ships and Sea Monsters are not in range of themselves.

Doctor Forbes Beattie: Should read, "When another face-up crew on this ship would be eliminated *by an enemy source,* turn it face down instead."

Doctor Urbano Javier: Should read, "When another face-up crew on this ship would be eliminated *by an enemy source,* turn it face down instead."

Duel: Reveal this event at th beginning of one of your turns: Choose one of your crew and one enemy crew. For each chosen crew, roll 1d6 and add the result to the crew's point cost. The crew with the lowest result is removed from the game. In case of a tie, remove both crew from the game. Then remove Duel from the game.

Favor of the Gods: All Events, played or unplayed, are removed from the game.

Firepot Specialist: Roll for fire effects every turn, both your own and your opponent's. Fire masts cannot be given shoot actions. This ability does not "eliminate" masts. A ship that is scuttled because of fire scuttles automatically without a die roll. This ability cannot be combined with the "eliminate 2 masts with one hit" ability. Fire masts cannot be repaired, since the mast technically isn't missing. This ability applies to Sea Monsters.

Fruit: If fewer than two cargo spaces are available when it is loaded, it sits and waits until the required spaces become available.

Guy LaPlante: This crew links with the ship Le Courageux; the link text is misprinted and does not appear in LaPlante's text.

Hidden Cove: You get to choose either a) the nearest wild island that has not been explored or b) the nearest wild island that has no treasure. Hidden Cove be played on the same turn as Favor of the Gods, but it won't resolve because Favor of the Gods would remove it from the game. A ship able to explore within S range cannot explore the island Hidden Cove sent you to; the rules specifically require that your ship begin the turn docked at the wild island or that the island was already marked as explored when the ship docked. The "S range to explore" ability can happen only before or after a move action.

Jade: Jade can be used more than once. Other modifications to treasure value happen after Jade's effect. Jade only applies to non-unique treasures. Jade doubles the value of one of gold coin with the lowest value when the ship docks, then Spice could be used to double that same treasure's value when the coin is unloaded.

Jonah: Should read, "Always place this crew face up; it cannot be eliminated unless its ship sinks. *This ship can carry more crew points than her cost.* When this ship is hit, roll 1d6. On a result of 5 or 6, move the crew on this ship with the highest point cost to a wild island chosen by the player to your left."

Julius Caesar: Should read, "Schooner. Broadsides Attack. *This ship may use the keyword Broadsides Attack even though her masts overlap.*"

La Repulsa: The intended point cost of this vessel is correct as printed.

Mermaids: The effect of Mermaids starts on your next turn. Only your turns are lost due to this ability; opponent's turns do not count.

Natives: The effect of Natives starts on your next turn. Only your turns are lost due to this ability; opponent's turns do not count.

Pandora's Box: The no-duplicates rule does not apply to this.

Pension: The crew must be eliminated from the game to get the gold bonus.

Plague: Plague cannot be transferred to a ship carrying Ghost Crew. Ghost Crew doesn't allow for crew removal, so Plague's ability cannot be completed and therefore cannot be transferred.   The Harbinger's ability is over-ridden by Plague.

Pride: Should read, "Schooner. Broadsides Attack. *This ship may use the keyword Broadsides Attack even though her masts overlap.*"

Ramsgate: The 2L-range cannon replaces one of the basic cannons. This cannon must use the same flag position for each shoot action.

Robinson: Should read, "Always place this crew face up; it cannot be eliminated unless its ship sinks. *This ship can carry more crew points than her cost.* When this ship is hit, roll 1d6. On a result of 5 or 6, move the crew on this ship with the highest point cost to a wild island chosen by the player to your left."

Trade Routes: This only applies to non-unique treasure.

Witch's Brew: Fog banks cannot be placed under ships.

Other Rulings

Abilities that eliminate Cargo: - When an ability or rule targets crew, treasure, or masts for removal, elimination, transfer, or other event, the defending player chooses which particular item is targeted, unless otherwise stated.

Beginning of Turn: - Only one ability that requires the crew or event to be revealed at the start of your turn can be used on each turn. The beginning of your turn is a single point in time during   which only one action can be used.

Eliminated vs. Removed from Game: **-** Elimination refers to the death of a crew or the removal of a mast. Removed from the game refers to crew leaving play without a death occurring. Abilities that target eliminated crew have no effect on crew that have been removed from the game.

Loading/Unloading versus Transferring: - These terms are functionally identical. There is no difference between them. "Transferring" is the process of unloading cargo to an island or another ship, or the process of loading cargo from an island or another ship.

Misprinted values: - If the cannon values printed on ship's masts do not match the values printed on the ship's deckplate, use the values printed on the deckplate.

Sea Monster 'breath attacks': - This attack can be made from any segment or tentacle, not just from the head.

House Variant: Campaign

Three pools:
* Gold pool, common to all players, where all gold and chosen unique treasure goes when out of play.
* Resource pool, each player has one, where ships, forts and crew go when not in play.
* Island pool, common to all players, where islands and terrain go when not in play.

Each player creates their resource pool from their collection. Each player chooses one nationality of ships, forts, and unique crew to play with, but may use any nationality of basic crew. The no duplicates rule applies to ships, forts, and unique crew. There are no limits to how many of a particular Unique treasure can be in the gold pool or in play.

Winning Conditions: When a player passes on two consecutive turns, he or she loses and is eliminated. A pass is a turn in which no actions are ordered for any of that player's ships, forts or crew.

Setup: Each player starts with 20 points to build an initial fleet with. Each player places their home island at least one arm's length away from any other home islands. Each player then places two wild islands at least 3S from their home island. Each of these wild islands gets 1d6 face-down gold pieces on it. The value of these pieces is unknown to all players. It is chosen randomly from the gold pool.

Once setup is complete, play continues as usual with the following modifications:

Ships can only load one treasure token a turn from a wild island. You may still decide which token to load (unless you are required to take a unique treasure).

At any time during your turn, gold can be spent to build ships or hire crew. Gold at the home island can be spent on ships or crew. Gold at forts can only be spent on crew. Gold on ships cannot be spent at all. Gold is exchanged for the equivalent value of points to buy stuff with. Return spent gold to the gold pool. Purchased ships enter the game docked at the player's home island. Purchased crew enters the game at the island the gold was spent from. Feel free to make change as necessary.

If a unique treasure is brought to the home island and is now worth some amount of gold, return the unique treasure token to the gold pool in exchange for the equivalent amount of gold points from the gold pool.

When a ship is sunk, it returns to its player's resource pool. When a Fort is destroyed, it returns to its player's resource pool. When unique crew is killed, it is removed from the game, and cannot be purchased again. When unique treasure is destroyed or redeemed for gold, it returns to the gold pool.

New turn action: Discover. This action can be given to any ship. Either islands or terrain can be discovered. When an island is discovered, place an island on the table that is at least 3S from any other island, and no more than 2S away from the discovering ship. Place 1d6 random gold pieces on the island face-down, of a value unknown by all players. When discovering terrain, well...I haven't figured this part out yet. (Idea: The player to the discoverer's left may place one terrain piece 1S from the discovered island.)