

Pirates: Scourge of the Seven Seas

v0.4

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Quick Rules

Goal: Have the most gold once the three Jolly Rodgers are drawn.

Setup:

- Lay out ports, then shuffle tiles and lay clockwise, making sure Tortuga is in the middle of the map.
- Roll to choose a port, last to select a port sails first
- Place your ships: Each Captain gets 1 ship with 2 ship hands, 2 sails, a spare sail, a cannonball & 3 gold.
- Draw a treasure map card and place a treasure on its corresponding island. Repeat until there is one less treasure on the map than there are Captains.

A Captain's Turn:

- Draw a Treasure Map Card: Place a treasure chest on that island provided there is no treasure already on it and there are no ships touching the island.
- Move any resting crew back on deck and any exhausted crew to the resting area.
- If you are out of cannonballs, take a cannonball and place it in your bow hold.
- Command your crew to perform actions for you.

During your turn, you can command each of your crew to perform a **Crew Action** and put them to rest below deck. If you want to really put your crew to work, you can also exhaust resting crew members to perform another action. If you do they will need to rest on your next turn.

Crew Actions:

- **Sail Ship - Roll the Blue Sailing dice.** You can sail a maximum of the number rolled. If you have no sails on a ship, that ship gets -2 to its sail roll.
- **Fire Cannon** - You will need to spend a cannonball each time you wish fire your Cannon. Declare what ship is shooting at what and **roll the Black Cannon dice.** The number you roll is the distance the shot travels. If you hit a ship, its captain must remove a sail from their ship. If you have no sails to remove, your ship is sunk! (See Being Sunk below).
- **Dig for Treasure** - If an island has treasure on it, you can move your pirate meeple crew onto the island. If another crew lands or is already on the island, you must **fight for the treasure** by each **rolling a Red Crew dice.** Highest roll wins & fights the other crew off the island, lowest **must retreat** next turn.
- **Search Island** - Move crew to an island that does not currently have treasure. Roll **a Red Crew dice**, if you roll a 6 place a treasure chest on the island. You can haul it to your ship next turn.
- **Haul Loot** - Bring the treasure chest aboard your ship. Roll the **Gold Treasure dice** to see how much loot you gained. You can haul loot from a sunken ship too. Take the gold from the treasure marker corresponding to the colour of the treasure chest on the sunken ship.
- **Retreat / Take to the Seas** - Move your pirate meeple crew onto your ship
- **Deposit Booty at a Port** - drop of treasure at Tortuga or your home port. This treasure is placed behind your port and is secure for the rest of the game.
- **Repair sail** - If you have spare sails on your ship, you can use them to replace sails that have been blasted off in a sea battle.
- **Buy Goods (Cannonballs and Sails) from Port** - Costs **1 Gold** per item, 3 cannonballs & 3 sails max.
- **Hire Crew** - If you amass enough wealth you can hire new crew to work for you. As captains hire crew, crew become cheaper for everyone. The first captain to hire a new crew must pay **7 Gold**, the next crew costs **6 Gold** and every subsequent crew cost **5 gold**. When the first Jolly Rodger card is drawn from the **Treasure Map** deck, the cost of crew also drops to **5 gold** if it isn't there already.

Being Sunk:

Put a sunk ship marker on the space you were sunk. Then, place a coloured treasure chest on the space, and any gold on your ship on the same coloured marker. Place your ship back at your port, with 2 sails, 1 crew exhausted and 1 crew at rest, 1 spare sail & 1 cannonball. You can take as much or as little gold from your reserves to your ship as you wish. Remember this gold will no longer be safe.