

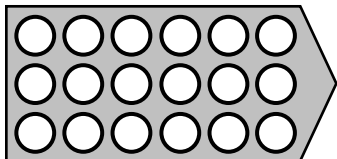




Infamy

Spend  equal to the value of an opponent's crew die to draft it. Gain  by **Raiding Ports**, firing **Cannons**.



Draft
rival die

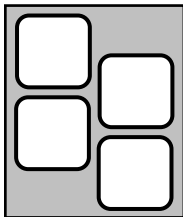
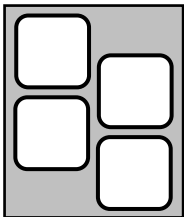
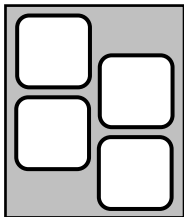
Raise Spirits

When both squares are full, you may convert 1 drafted die to a 7 as you write it to your map, then clear the squares.



Fill Chests

Each chest holds 4 dice maximum. Allocate dice to the lowest squares first. When attacked by **Cannons**, lose top squares first.



Bury Treasure

Allocate all 3 dice here this round to bury a single **Chest**. Cross off the map below the chest to show it's buried. That chest is protected from **Cannons** but cannot be added to.

Hull

Subtract your **Hull Level** from the number of **Shots Fired** at you by **Cannons** to determine the number of treasures stolen.




10

Level 1

20

Level 2

Fire Cannons

Each cannon fires on the round it is completely filled. Pick a player and steal 1 treasure per **Shot**, minus their **Hull Level**, from 1 **Chest**. In addition, gain  equal to the lowest number in the cannon, then erase all numbers from it.



4

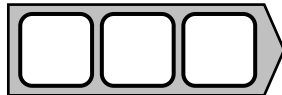
1 Shot

7

2 Shots

10

3 Shots



3

1 Shot

6

2 Shots


9

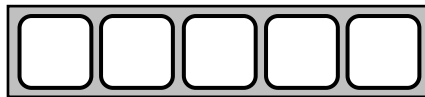
3 Shots

15

4 Shots

Raid Ports

Each round, gain  equal to your **Raided Ports** level (1, 2, or 3) plus 1 if you have the highest sum of **Raided Ports**.



3

Level 1

10

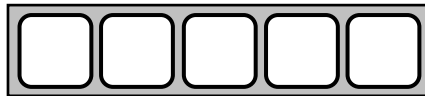
Level 2

18

Level 3

Hire Crew

Add 1  to the bag when reach you each **Crew Level**.



5

Level 1

11

Level 2

19

Level 3