Pirates of the Cursed Seas

Scenarios

Scenarios List

Godzilla

Godzilla protects the island with all of the treasure. Each side of the island is numbered and any ship wishing to dock at the island will need to roll the die. If they roll the number that they are docked at then Godzilla eats the ship and it sinks. Any other roll and Godzilla has accepted them and they may dock freely. Godzilla has a short memory though so ships must roll to see if they get eaten each time they dock. Forts may not be built on this island.

Winning the Game - I find the standard game winning scenarios to be too simplistic so I developed this scenario: Game is played for 1 hour (or agreed upon time limit), after the time limit is reached players count up the value of all of their treasure and the total point value of their remaining ships, minus 1 point for each missing mast. The player with the highest total wins. Crew only count towards point total if they are on a surviving ship at the end of the game.

Bermuda Triangle

Ships passing the Bermuda Triangle must roll a die. A roll of 5 or 6 means they are caught in the triangle until their next turn. Any other roll and they continue as normal. Upon next turn they roll again. A roll of 1 means they are still trapped. Any other roll means they exit the triangle in a specific direction and travel 4L in a straight line. One point is labeled 2 or 3, another is labeled 4 or 5 and the third is labeled 6. The ship exits at the point that they rolled and travels in that direction the 4L. Running into an island docks the ship at that island.

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Shipwreck Graveyard

When setting up the board take some the extra ships not being used and remove some of the masts and one of the side pieces. Scatter them across the field. Then during the game people could drop off a crewman (marine, musketeer, captain, shipwright, canoneer, and any special crewmen, just these types of people) aboard this shipwreck. The crewmen cannot repair the ship or tow it home, they may however fire the remaining canons aboard the ship, but only in the 180 degree arc off the side of the ship that is still there, the side sticking out of the water. Other ships can still blast the pieces off, but if they do there is no repairing them. And occasionally once they go aboard, they might find one or two gold in the wreckage.

Colonists of Catan

All home islands are located within L of each other and are filled with colonists. (Infantry from the board game RISK work well for this.) Ships load colonists as they would cargo and take the colonists to the new world, which is another island (Catan) much farther away. The 'new world' island Catan contains all of the treasure. Once docked at Catan, ships unload their colonists and take random treasure pieces in equal quantity to the number of colonists that were dropped off. Ships that are sunk while carrying colonists results in the deaths of the colonists. The game is over when all treasure is collected from the island. The amount of treasure at the start of the game should be less than the total number of colonists. The winning player is the one with the most treasure.

The Isles of El Dorado

Introduction

This is a simple economy scenario. The idea is that, instead of building your whole fleet at the beginning, you build it progressively throughout the game, and that the wild islands continually produce wealth. This scenario will work for as many players as you want (3-4 is best). This is a game that will play quickly at the beginning, and get slower and more interesting as the fleets grow.

Loot

You will need an opaque mug, preferably a wide one, to hold treasure coins. Set up the wild islands (three islands, plus one for each player), then a home island for each player. Create a treasure pool made up of at least 54 treasure coins (six cards' worth), plus (optionally) one unique treasure per player. Put all the coins into the mug and mix them well. Put four treasures on each wild island.

Fleet

Game is played with an agreed upon number of Total Fleet points (example 80 pts) and a smaller Starting Fleet point total. (Example 20 points to spend on ships and crew at the start of the game.)

Shipyards

At the start of each player's turn, that player can spend his/her treasures to buy ships and crew; one gold is worth one point. You can save for big ships, or spend your gold as soon as it comes in. You must overpay if you don't have exact change for what you buy. The coins you spend go into the mug. Unique treasures do not go back in the mug if they are removed from the game.

Resources

At the end of the last player's turn, put one coin from the mug on each each wild island that has less than four coins. If a fort is on an island, newly-added coins on that island go into the fort. Such coins cannot be spent until they are brought back to the player's home island.

Game Length

The game is played for an agreed upon period of time (e.g. play for 16 turns). The winner is the player with the most masts afloat at the end (count all masts currently standing on all your ships). Gold on the home island is a tie-breaker if needed.

Alternatively can be played as a deathmatch game.

Thar She Blows!

This is a very different scenario, in that there are no wild islands. Lay out a home island for each player (at least 5L apart), and build your fleets as usual. Each player contributes the normal amount of treasure coins (no unique treasures), which are set aside, face-down.

This scenario adds a fifth kind of orders a ship can be given: Whaling. Your ship must be at least 2L from any island, and 1L from all other ships, to get these orders. If you give a ship Whaling orders, it remains motionless, and you roll a die for that ship.

1. **Revenge!** - If the ship has no treasure, nothing happens. If it does have treasure on board, it is rammed by a rogue whale! Roll another die, and remove that many treasure coins from the ship. If you run out of treasure coins, start removing masts. If you rolled a 6, the ship loses all its cargo and becomes a mastless derelict, regardless of size.
2. **Boring** - Nothing in sight but seagulls.
3. **Maybe over there?** - An experienced crew can find whales where landlubbers see only the ocean. If your ship has treasure aboard, treat this roll as a 5 (see below); if not, nothing happens.
4. **Nantucket sleigh ride!** - Roll a die. If it comes up 1-3, the whale got away; if 4-6, you caught the whale (as if you'd rolled a 5, as below).
5. **You caught a whale!** - Add 1 treasure coin, chosen at random, to this ship's cargo.
6. **Pod of whales!** - Fill your ship's cargo holds with treasure coins.

Since there are no islands to explore, Explorer crew have a new function as expert lookouts. Perched in the crow's nest and searching for whales, an Explorer lets you add +1 to a ship's dice rolls for Whaling orders if it has no treasure on board. Explorers can't help with a Nantucket-sleigh-ride roll.

All the other usual rules apply.

If hunting whales bothers you, you can say you're fishing for tuna or marlin instead of whaling. If fishing bothers you, you're probably too sensitive to be playing a game about pirates anyway. Arrr!

The Midas Touch

If you buy a pirate enough rum, you'll hear all kinds of stories, from the plausible to the absurd. One tale that keeps going around is the legend of Captain Midas' Doubloon, a cursed coin that turns men and ships into solid gold. Most men wouldn't go near such a dreadful thing, but there are some gold-crazed sea dogs who would risk it all for the benefits it could bring.

Set up for a 40-point game as usual, except that the treasures should include exactly one 6-point coin; this is the Midas Doubloon. Play as usual, with the following additional rules:

1. The Midas Doubloon gets explored and taken aboard like any other treasure coin. Unlike unique treasures, you don't have to take it.
2. At the start of each player's turn, if one of his/her ships has the Doubloon, one of that ship's crew turns into gold (the ship loses one crew). If the ship has no crew left, one of its masts turns to gold (it loses a mast). If all the masts are down, the ship becomes a normal derelict; the Doubloon can do no further harm to that ship. Crew and masts that turn to gold aren't worth anything -- the gold crew get buried at sea, and the gold masts are so heavy that they must be jettisoned to avoid capsizing the ship.
3. The ship with the Doubloon can throw it onto a ship (friend or foe) that it is touching, as a free move. The ship that receives it can't throw it back onto the ship it came from. You can also unload the cursed coin onto any explored island. Neither of these actions stops the Doubloon's effect on the ship that had it at the start of the turn.
4. You cannot unload the Doubloon in a fort -- they won't take it.
5. If a ship brings the Doubloon back to its home island, all other gold on that ship is worth +1 more than its face value. The Doubloon itself is worth 6, and goes out of the game once it has arrived at a home island.

The Golden Goose

There are legends of an island, hidden in fog and surrounded by dangerous reefs, where lives a marvelous bird that lays golden eggs. Is it just a children's fairy tale? Is it real? Can it be found? And if you succeed in harvesting its bounty, will your "friends" let you get away with it?

Start by placing one island in the middle of the play area. This is Goose Island, and it is not considered a wild island. Players take turns placing the following terrain: two Reefs in direct contact with this island, and six Fog Banks within L of the island. These Fog Banks should be fairly evenly spaced; it's okay if they touch each other. Each player then sets up two islands as usual, as long as no island is within L of the fog surrounding Goose Island.

Players get 40 points to buy their ships and crew. Each player contributes two sets of treasure coins (each containing 6 coins and worth 12 gold), one set for the wild islands and one for the Goose. Sets of coins for the Goose cannot include unique treasures. Divide the wild-island coins evenly among the wild islands. Place five of the Goose coins on Goose Island.

Play the game as usual, with these differences:

1. No one can build a fort on Goose Island or leave crew there.
2. Exploring Goose Island doesn't work like it does elsewhere. You choose coins at random, and you can't look at them until after you've loaded them onto your ship. Ships and crew with special abilities to look at or swap treasures don't work on this island.
3. At the start of each player's turn, if there are between one and four coins on Goose Island, add random treasures from the Goose's coins until there are exactly five coins there. If there are five coins on the island, the Goose's nest is full and she lays no eggs. If there aren't enough Goose coins left to add up to five, put all the remaining coins there. When the last of the Goose's coins is in play, announce that the Goose is done laying for the season. There will be no more coins added for the rest of the game.
4. If someone takes all the Goose coins off the island before the Goose is done laying, he/she has killed the Golden Goose, and no more coins get added for the rest of the game. The player who killed the Goose gets a -1 penalty on all his/her ships' boarding rolls for the rest of the game, because the others are so angry at him/her for this heinous crime.

Paradise Island

Sailors in the Caribbean aren't the most literate lot in the world, or the brightest. It should surprise no one that they often get their stories confused, and that's probably what happened with the tale of Paradise Island. Someone must have heard a missionary describing Heaven with its streets of gold, then got to thinking about the perfect place for a pirate to plunder, and conjured up a sailor's dream. Who wouldn't drop anchor at an island where they use gold to pave the streets? Of course, there is no such island. Or is there?

Set up for a normal 40-point game, but add one wild island in the middle of the map. This is Paradise Island, and it has the following attributes.

1. Instead of getting a portion of the usual treasure coins, Paradise Island gets its own set of coins, two each of 1's, 2's, 3's, and 4's.
2. Paradise Island is a totally peaceful place. No ship docked at this island can harm another or be harmed in any way whatsoever; this includes the ship's crew and treasure.
3. Because Paradise Island is such a wonderful place, some sailors are reluctant to leave. For each ship that starts its turn docked at Paradise, roll a die for each crew on that ship. On a roll of 1 or 2, the crew deserts and is removed from the game.
4. If a ship docks at Paradise Island and explores it, that ship can take away treasure coins equal to the number of empty cargo holds it has on board. This represents big lumps of gold, hastily dug up from a street when the locals weren't looking. For example, a 2-point coin from Paradise takes up two cargo spaces. Mark the Paradise coins with a tiny PotSM die to distinguish them from normal treasure.
5. If a Paradise coin gets taken from a ship by boarding or by a special ability, the ship that takes it must have room for it, according to the same rules as for picking up such treasures. If the receiving ship doesn't have room for it, the Paradise coin stays where it was; the receiving ship gets nothing.
6. If a ship carrying Paradise treasure sinks, such treasure is lost. Rafts and Divers can't recover it.
7. A Paradise coin that makes it to someone's home island is worth 3 times its face value. Such coins are off-limits to ships that can steal from other people's home islands.

Jurassic Park

Use a plastic dinosaur that is smaller than the biggest ship. Put it on a wild island, preferably one with lots of gold. When a ship docks there, roll a die. On a roll of 1, the dinosaur bites off one of your masts. On a 2, it eats one of your crew (or steps on him, if it's a plant-eater). Each turn, the dinosaur tries to attack only the first ship that docks there. It cannot be killed or otherwise removed from the island.

Lost World

To make a "Lost World" game, put a dinosaur on every wild island.

The Other World

There is a lake, studded with islands, somewhere. No one knows where it is; the only way to get there is to sail your ship into a whirlpool and hope it comes out in one piece. But if you can find this lake, your dreams of gold will be satisfied at last by the heaps of treasure on the islands there.

Set up a gaming area with no wild islands, just home islands and 2-4 whirlpools (and any other terrain you wish to use). Then set up a separate gaming area with only wild islands, the same number of whirlpools as in the first area, and such terrain as you wish to use. Put the usual amount of gold on these wild islands. A ship that wants to load gold will have to brave two whirlpool passages, one to the lake of wild islands and one to get home. An enemy who might want to guard your return route will be thwarted by not knowing which whirlpools you'll use.

For a real twist, combine this scenario with the "Lost World" and "Jurassic Park" rules above.

The Live Volcano

Volcanoes are popular choices for people who make their own islands. But, after putting all that work into a gorgeous-looking volcano, are you going to just let it sit there? Of course not! Volcanoes can erupt, you know, and that's bad for nearby ships.

At the end of each turn, one player rolls a dice. If it comes up 1, the volcano erupts, and every ship within 2L of it loses one mast from flying lava bombs. Ghost ships are unaffected if they are ghostly that turn. Any crew who have been left on the volcano island are killed, and if anyone was foolish enough to build a fort on that island, the fort is destroyed. Gold on the island is unharmed. Once the volcano has erupted, it will not erupt again for the rest of the game.

Do not use the Volcano unique treasure if you play this scenario.

Rain Squalls

One common kind of "terrain" that you don't see in Pirates is the rain squall. The history of naval battles has many examples of captains using local storms to hide in, usually to good effect. But don't forget that the high winds in such squalls can be a mixed blessing to a sailing ship.

The easiest way to make your own Rain Squall terrain is to use the blank backs of the original PotSM islands, which had no terrain printed on them.

A ship that touches a rain squall is instantly pulled into the center of it. Such a ship cannot attack, ram, or board; nor can any other ship attack, ram, or board it. When the ship leaves the squall, roll a die. On a roll of 1, the ship loses a mast from the winds in the storm, and then leaves the squall in any direction it wants; start its move from its location in the center of the squall. On a roll of 2-3, the ship leaves the squall unharmed. On a 4-6, the ship leaves the squall unharmed and gets an extra S move this turn from the storm's winds.

The Pirates' Race

This scenario is dedicated to those captains who value speed above all else. This game will be a lot more fun with three or more players.

You will need 12 wild islands. Lay them out in an oval with roughly S+S between each island. These also mark the race course. Then put a home island for each player at least 2L from the nearest wild island and at least 3L from any other home island. Don't put them inside the oval.

You will also need a mug with at least four cards' worth of treasure coins (no 7's or uniques). Mix these well, and put one coin on each wild island, face down. Each player gets 40 points to build ships and crew. Place them at your home islands as usual.

When the starter's musket fires, the game proceeds according to normal rules, with the following exceptions:

- Ships may only move clockwise around the outside of the oval of islands, never counter-clockwise. They are not allowed to cross an imaginary line between the center of one island and the center of its neighbor.
- When exploring an island, compare the coin to the table below and and take action accordingly. Put the treasure you found back in the mug unless told otherwise.
    1. Refuel! Choose a coin at random from the mug and load it. You may load this coin as well, if you have room for it.
    2. Drafting! You may give this ship an immediate free Move action, using only its base move.
    3. Message from pit crew! As a free action, you may look at a treasure on one wild island. That treasure does not have any effect on this ship.
    4. Pit stop! As a free action, you may repair as many masts as you wish on this ship while docked at this island, at a cost of 1 gold per mast repaired.
    5. Help from teammate! As a free action, you may move one coin from this ship to any other ship you own, or from any other ship you own to this ship.
    6. Black flag! As a free action, you must immediately move this ship to its home island.
- At the end of each turn (not each player's turn), put a coin from the mug on each island that has no treasure.
- Keep track of how many times around the oval each ship has moved. When a ship has taken 3 laps, it must return to its home island and remain there for the rest of the battle.

When all surviving ships have returned to their home islands for the last time, determine the winner according to the normal rules.

Convoy Command

Picking off an isolated ship here and there is safe, but you're limited in what you can get. The real money can be found in convoys of merchant ships. Because such convoys are usually escorted, this can be a dangerous game, but there are pirates who like it that way.

One player controls the convoy; the other will attack it. If you have three players, the third will also attack the convoy. With four or more players, two control the convoy (each controls half) and the rest will attack it. Your play space should be roughly 3' (1m) wide, and at least 4-1/2' (1.5m) long. There are no islands in this scenario.

Each attacker gets 40 points to build a fleet. The convoy gets as many points' worth as all the attackers combined. The convoy also gets three merchant ships (see below) for each attacker. If the convoy has two commanders, divide the convoy fleet points and the merchant ships evenly between them. One commander has to be designated "first commander;" this determines whose ships will move onto the table first.

A merchant ship has no more than 4 masts, at least as many cargo as masts, and a speed of S or L. The total mast count for each "threesome" of merchant ships cannot be higher than 7. They cost no points and carry no crew; their cannons and special abilities do not work. Fill each merchant ship's cargo holds with randomly-chosen treasure coins (no uniques), which are placed face-down on the merchants' deck plates.

The attackers set up their fleets along the two long edges of the game table. Each ship must be no more than L away from another ship in that attacker's fleet.

At the start of each turn, the first commander rolls a die, which determines how many ships he/she can bring onto the table in that turn. Ships moving onto the table are all placed with their sterns on the table edge at once, and then each moves normally. You do not have to bring in the full amount of ships rolled, but you must bring in at least one merchant ship for every fighting ship, until you've brought in all of one kind or the other. Once all of the first commander's ships have moved onto the table, the other convoy commander's ships can start moving on the following turn.

The convoy commander's job is to bring his/her merchant ships from one edge of the table to the opposite edge; they cannot move off the side. The attacker's job is to steal as much gold as possible, either by boarding merchant ships or by dismasting and towing them off the side of the game area. If any ship is sunk, all its treasure is lost.

Merchant ships must move straight ahead at their full move, unless doing this would cause a collision with any other ship. In that case, the merchie can swerve to the side or slow down.

Play until all merchant ships have moved off the table, been sunk, or have had all their gold taken away. The convoy player adds up the gold in the merchant ships he/she moved off the end of the table. The attacker adds up the gold he/she stole from boarding and from merchant ships he/she towed off the side of the table. High score wins.

Treasure Island II

This game takes gold-hunting to an entirely new level for 2-6 players. Set up six wild islands in a circle in the middle of the game area, with S+S between each island. Put three Reefs in the middle of the circle, touching each other to make one big obstacle. Number each island with a Pirate die, 1-6. For treasure, use six each of the numbers 1-4. Set aside your 5's, 6'es, and 7's in a separate pile. Don't use unique treasures. Build your fleets as usual.

At the start of the game, each player can load only one gold coin from each wild island. Your initial goal is to find coins of four different values, which represent the four pieces of an old treasure map, and bring them home. Once you have at least one of four different numbers at your home island, you've assembled the map, and you know where to dig for the good stuff. Also at this time, the restriction on loading one coin per island is removed for that player.

Roll a die; the wild island marked with that number becomes Treasure Island for that player. If that island is already someone else's Treasure Island, roll again. Choose four coins at random from the pile of high-value coins, and put them in a face-down stack on this island. No one can load these coins off the island except the player whose "map" sent him/her to that island. Each of that player's ships must dock at its home island when the four map pieces are there, or spend a turn touching a friendly ship that has docked there, before it can load from the high-value stack.

The winner is the first player to bring all four high-value coins from his/her Treasure Island to his/her home island. If no one can do this, determine the winner by the normal rules.

Prison Break

This is a scenario for any number of players. Each player brings a fleet consisting of 30pts of ships and 15 pts of crew from any combination of sets and nationalities. No 0pt crew or Events are allowed.

The crew is placed onto/into a **Fort** on a **Wild Island** 6L from any player's **Home Island**. This represents the Prison, although normal **Fort** rules apply, the **Fort** can shoot at nearby ships only once per round (spread the shots evenly). Around this island, at a distance of about 3S, are 4-6 other Wild Islands. Each of these islands has 1 **Marine** who will shoot once per round (after all players have acted) at any ship within his range.

The goal of the game is to dock at Prison Island, load a number of crew, and get them home. Each time a ship docks at the Prison, roll one dice. The number rolled is the number of random crew that ship may load (up to its available cargo space). For this scenario, generic crew (*Captain*, *Helmsman*, etc) can be used on any ship, but named crew (**Luis Zuan**, **Hermoine Gold**, etc) can only be used on ships that match their nationality, or ships that have the "Crew of any nationality can use their abilities on this ship" ability.

Players are also able to get a "pardon" for one of their crew. If one of their ships is able to shoot and sink an opposing player's ship that has escaping crew on board, then that ship is able to dock at the Prison and load ONE crew of their choice. Until that ship un-docks with the Prison, the Fort or Marines will not shoot at it.

One of your ships can be given a "pardon" when it sinks an opposing ship that carries escaping crew. Your ship can then dock with the prison island without being shot at by the Fort or the Marines. You would get the opportunity to load just one crew of your choice from the prison, after which the Fort and marines could shoot at you again.

This rule was added to allow players a chance to get just the right crew to make a ship effective, or to get a crew worth enough points to win the game. The idea behind the rule is that by helping the prison by stopping the escaping crew, as a reward you get one of your crew freed.

Each crew that is unloaded on a player's Home Island is worth its point cost in gold. The first player to get 15pts of crew (either theirs or their opponents) onto their Home Island wins.

*One of the players had a suggestion of having multiple Prisons, but I'm not sure that would work due to space limitations, especially if I spread the Islands out. But, I have an idea in a similar vein ("Sorry, your Princess is in the **other** castle") that might work. I'll post that scenario once I get it fleshed out.*

Pirates of the Caribbean: Dead Man's Chest

Jack had made a deal with Davy Jones and now it's time to fulfill his oath. Jack is now faced with the daunting task of doing one of two things. He could, of course, surrender his soul to Davy Jones, since he won't do that Davy Jones has sent the Kraken, a horrid squid-like beast that swallows ships whole and leaves no survivors, to find and destroy Jack and the Black Pearl with him. Or he could find the key to the Dead Man's Chest and destroy the beating heart inside. So he must be rescued from natives, travel to Tia Dalma's hut, steal the key to the chest, and open the chest and destroy the heart.

Setup:

Use normal rules for setup except:

➢ You need four islands one each to represents Tia Dalma's island, the natives island, the prison island, and the chest island.

➢ You also need four coins, labeled in chronological order (1,2,3,4). The first coin (1), represents the drawing of the key. The second coin (2), represents your container of dirt (don't know what it does but it was in the movie). The third coin (3) represents the key. The fourth coin (4) represents the Dead Man's Chest.

➢ When building your fleets player one assumes the role of Captain Jack Sparrow. In his fleet you must include a three or more masted ship (Black Pearl) and a two or lower masted ship to enter Tia Dalma's island. The second player assumes the role of Davy Jones and must have a three or more masted ship (Flying Dutchman) and a sea monster (the Kraken).

➢ Concerning home islands player one starts on the prison island and player two starts at the chest island.

➢ At the beginning of the game player one starts with the coin marked one, representing the drawing of the key. Player two starts with the coin marked three, representing the key. The coin marked two is placed on Tia Dalma's island, representing the container of dirt. Finally the coin marked four is placed on the chest island representing the Dead Man's Chest.

➢ To obtain the container of dirt you player one must dock, with his tow or less masted ship, at Tia Dalma's island and explore it. To receive the key from Davy Jones you must successfully board the "Flying Dutchman". To get the Dead Man's Chest you must dock at the chest island and explore it.

To Win:

➢ If player one at any time possesses all four "items"on his ship he wins.

➢ If the "Flying Dutchman" or the "Kraken" destroys the "Black Pearl" then player two wins.

Morgan's Gambit

The Golden Age of Piracy had its fair share of famous and infamous individuals, none more prominent than the privateer Henry Morgan, born 1635 in Wales. Morgan spent almost his entire life on the sea, escaping slavery in Barbados, becoming one of the most famous privateers in the entire Spanish Main. By 1666 he commanded his own ship, and by 1672 he was arrested and returned to England, where he stood trial for Piracy, and was rewarded with the lieutenant governorship of Jamaica. Kind of an odd punishment, but he was intelligent enough to successfully prove that he had no knowledge of a treaty between England and Spain, whose colonies he'd been preying on for the previous six years.

Many of Morgan's exploits are stuff of legend. Technically Morgan was never a Pirate, carrying several letters of marque from English governors, including one from his Uncle Edward, who happened to be the governor of Jamaica. His first major campaign resulted in the capture of Puerto Principe in what is now Cuba. Shortly thereafter he captured the strategically important city of Porto Bello, on the Panamanian shore. In 1671 he sacked Panama overcoming a force that outnumbered his own by three-fold. At one point he commanded a fleet of several ships and over 500 sailors. Morgan's unofficial title at the height of his career was "King of the Pirates", and he commanded respect from the English, Spanish and other pirates during the golden age.

After the capture of Porto Bello Morgan amassed a large fleet of English, French and a single American vessel and sailed for Maracaibo, along the Venezuelan coast. After a minor setback, in which Morgan's flagship was accidentally destroyed by his own drunken sailors killing more than 300 of them, the Buccaneers were able to capture the fort at Maracaibo without firing a shot. The Spanish defenders had forewarning of the impending invasion and left the fortress in an attempt to minimalize casualties. Though they left several booby traps, Morgan and his men were able to occupy the fortress with no difficulties. For three weeks Morgan's pirates searched the nearby jungle for sign of the Spanish, and for booty, always coming back with a few prisoners and more than enough booty. Morgan sailed on to Gibraltar where a similar situation was waiting for him, instead of fighting for their treasure; the Spanish were just hiding their gold and themselves.

Eventually Morgan discovered the whereabouts of the Spanish Treasure Barques, hidden away in a lake fed by an inland river. About a hundred men in two small ships sailed up the river, while the remainder of the about 500 strong crew searched for the Governor of Maracaibo who was hidden away in a mountaintop retreat. While the river force was successful in capturing the four treasure Barques, albeit mostly empty, and their escort ship, the infantry was rebuffed. Through a series of negotiations, Morgan was able to leave Gibraltar and return to Maracaibo, carrying with him several hundred Spanish prisoners. Upon their return, they discovered the town to be exactly as they had left it, except that shortly after, they were blockaded three very large Spanish Men of War, outnumbering Morgan's guns by several fold.

The Spanish Governor had sent for a fleet of ships from Spain, and while he was holding up in Gibraltar, they had arrived. Morgan's fleet, stuck in an inland lake in Maracaibo could not escape, outnumbered and outgunned, Morgan had to use his wits to survive.

And survive he did. One of his crew had a brilliant idea; they took one of their captured ships and gutted it, creating a "fire-ship" as a decoy. They outfitted a second ship to be a decoy of the decoy. The fire ship, covered in pitch, tar and other combustibles, and disguised as a fighting vessel was sent out on point, and managed to maneuver alongside the largest Spanish Man of War and exploded successfully, destroying both her and the main Spanish attacker. The other two Spanish ships were soon out-maneuvered and captured. Morgan had succeeded again, and in 1944 Seagram's named a brand of rum after him.

Scenariio "Morgan's Gambit"

Players: 2

# of islands: Irrelevant

Banned Unique Treasures: All except Explosives

Banned Events: All except Divers and Rafts

Point Totals: Special

Setup

The game surface can have islands and terrain, but seed no gold. Exploring wild islands is forbidden. Repairs are forbidden, and neither side needs a "home island." The Spanish fleet begins at one side of the table, and Morgan starts on the exact opposite. The object is for Morgan's fleet to reach the opposite side, and the Spanish need to stop him.

Player 1 – Admiral Morgan

- 40 point fleet
- No more than 5 ships in this fleet
- One ship must be designated as the "fire-ship", and can carry no crew. This ship begins the game with the Unique Treasure "Explosives" (can be proxied) and cannot load or unload it.
- One ship must be designated "prisoner/treasure ship". Place the full cargo load of treasure on this ship at start, minimum total of 25 gold coins (no maximum).
- Ships/Crew can only come from any faction except Jade Rebels, Barbary Corsairs and Cursed. Spanish ships can only be used for the fire-ship. No more than one American vessel. Crew can only use abilities on their own faction ships.
- One crew must be designated "Admiral Morgan"

Player 2 – Spanish

- All crew/ships must be Spanish
- Point total no larger than 75 points.
- No more than 3 ships in this fleet.
- No zero/limit-ransom characters

Game Ending Conditions

1. Admiral Morgan wins if he is successfully able to maneuver his treasure ship AND at least one more ship off the opposite end of the game board.
2. The Spanish win if they are successfully able to prevent Morgan's ships from leaving the game board on their end, or if they are successful in sinking/capturing the treasure ship and eliminating "Admiral Morgan".
3. The game ends in a draw if Morgan's treasure ship is captured/sunk but the crew designated 'Admiral Morgan" escapes the game board.
4. Alternately a time limit of 30 minutes can be used, and if neither condition 1 or 2 are fulfilled, a draw is declared.

*Some of you know I'm taking a Pirates Narrative class at UCLA, and this scenario comes straight from one of my text books (**Buccaneers of America** by Alexander Exquemelin, a Dutch surgeon who actually sailed with Morgan.). While reading this section, I felt this bit of history lent itself quite nicely to the Pirates game. And as always: Avast me hearties!*

Blockade Breaker

Players: 3 is optimal

Time: 50 minutes

Description
Player 1 has blockaded the home islands of players 2 and 3. 2 and 3 both need supplies only located on the other side of the blockade. Can they break through it and get the supplies in time?

Set up
Start by setting 2 islands 2L directly across from eachother at one end of the table. Then put 2 more islands above the first two (2L and 1S above, still 2L apart like first pair). Then do the same for another pair of islands for above the 2nd pair. Then place one island in the middle of the area between the first and second pairs. Put 8 coins of any value on this island. (You may also use any terrain that you want.)

Player 1's fleet consists of one type of nation for all ships and crew. Player may use up to 70 points for a fleet.
Player 2 and 3 fleets may consist of any combined nation's ships and crew as long as it doesn't include the nation player 1 uses. May use 40 points each.
Player 1's home island may be eithier of the 3rd pair placed (the top three). The other island becomes the supply island. Place a number of tokens (can be anything) on this island. These are the supply tokens. (explained later)
Set All (or as many as you can) of Player one's ships in a line inbetween the middle 2 islands. (any extra are placed on player 1's home island)
Set Player 2 and 3's ships on the bottom two islands (player 2 and 3 share these islands)

Playing
Player 2 and 3 are allied
Player 1 must keep at least half his fleet inside the blockade
Player 1 may not use forts
Player 2 and 3 may use forts, but it affects the win condition.
Player 1 can't grab any treasure
When a ship docks at "supply island" that ship must take a supply token as a free action.
Supply tokens take up no cargo space
Only one supply token may be held at one time
Any ship cannot move outside the 'rectangle' formed by the first 6 islands(1's home island, 2 and 3's joint home island, supply island, and the 2 islands that are the end of the blockade)
All other rules apply

Winning
-Player 1 wins when all of the other ships are derelict or sunk, or when time runs out
-Player 2 and 3 win when 2(+x, where x is how many forts were created by player 2 and 3) supply tokens are taken back to one of their home islands

The American Revolution

The American Revolution was tough. Patriots were constantly were being attacked by the British. Hope came when the Patriots won the battle of Saratoga. The Americans knew that they had won the war after victory at Yorktown!

Three to five players (Possibly two)

Special rules: You are either allied, neutral, or enemy with the other players. Allied means that you don't shoot at them, neutral means you don't sink or make their ships derelict, enemy you shoot at them whenever you want. Repairing masts isn't free. You have to pay 1 treasure for each mast (but you can repair as many as you want). You can buy ships that are out of the game according to the points. At the beginning of player1's turn roll a die, if it's a 3 or 4 the ships cost stays the same, if a five ships cost is -1, if 6 the cost is-3, if a 2 the cost is +1, if a 1 the cost is +3 through everyone's turn. You can sell ships for the amount of points they are worth. First you have to get the ship(s) that you want to sell back to any home island. Then you check for the price of the ship and the die, and place the ship out of the play area and take your gold. You can also buy crew but you can't sell them back. When placing bought ships, place the bow on your home island. You can only buy and sell one ship per turn regularly. Bought crew goes on a ship of yours. You CAN take treasure from opponents' home islands.

Set Up: You start with a 50 pt. fleet of only one type of nation. Place 4 wild islands positioned toward the center. Place 6 behind those: max. range apart from the four islands L, minimum apart S. After all of the treasure is taken from the four islands place 8 on each again. Forts can only be made on the 6 islands surrounding the 4 middle ones. PLACE your home islands according to this: English and Americans are across from each other, Spanish to the left of English. French to the right of English and Pirates are anywhere with space. All of the home islands have to be behind the wild islands. On each of the four middle islands place 8 treasure coins of any value. The special abilities for nations according to which nation your fleet was designed are these, you can choose one:

AMERICANS Patriotism- You can buy American ships for 3 less treasure, new ideas- all of your ships have L-range cannons.

BRITISH Sheer power- all ships bought have + 1 cannon rolls, Royal navy- when you only have 2 ships left you can buy any ship for 5 treasure.

SPANISH Stronghold- all ships bought or owned have +2 cargo hold. Gold accumulation- every treasure loaded on your home island gets +1 treasure.

FRENCH Allies- Ships have +1 cannon rolls for every friendly ship within L- range, Camouflage flag- British and American ships get -1 cannon rolls to French ships.

PIRATE Loyal crew- crew cost -2 pts, Swiftness- ships with 3> masts get +S to their base move. Declare alliances.

During The Game: When your turn starts you can change alliances one step at a time (enemy can't change to ally on the same turn; it has to go through neutral first).

Winning The Game: You end the game when either Americans or English have no ships. The allies of the winning side are victorious!

The Four Horsemen

   Their legend rose from the mists of the sea, they were hearty and experienced sailors, each spurned by their home country. They came from all over the globe and each had different reasons for sailing on the Spanish Main.

   ***Hardwick**, the Englishman lost all hope for his country when Cornwallis surrendered at Yorktown. The two Frenchmen, Bordeaux and Marseilles couldn't have been more different, **Bordeaux**, the lackey for the Vicomtesse Richelieu, saw his employer (and secret love) killed at the hands of the English. **Marseilles** simply grew too old to be effective, being given his walking papers by the French Navy, a few years earlier than expected. **Ali** is the conundrum of the group; his motives remain unknown to the other three, but it's said he hates the Spanish more than any living soul.*

   Together these four pooled their resources and purchased the Black Swan and put together a crack crew, which includes the wayward Jonah and First Mate Ismail, and have been practicing an odd form of Piracy. They eschew the random gathering of treasure, in favor of outright sinking every vessel in site.

   Each other country has decided it high time to end these ruffians' reign of terror. Will the Four Horsemen be stopped?

Players 2 to 4

# of islands: 3 per player

Total Value of Gold: 20 per player

Total Number of Gold: 10 per player

Banned Unique Treasures: Plague, Scurvy, Fruit, Abandoned Crew

Suggested Unique Treasures: Neptune's Trident, Explosives,

Player 1 – The Horsemen

13 Pts Black Swan (Pirate 5 master) Crew of any nationality can use their abilities.

 7 pts Lt. Nigel Hardwick (English marine) +1 against Americans

 7 pts Michel Bordeaux (French marine) + 1 against English

 6 pts Benoit De Marseilles (French Marine)

 7 pts Uluj Ali (Barbary Corsair Marine) + 1 against Spanish

 3 pts First Mate Ismail (Barbary Corsair) or Master Bianco (Spanish) - +1 cargo

 0 pts Jonah (Pirates)

2 Pts Rover – Pirate Ship

2 Pts Mermaid – Pirate Ship

Total Build Points – 47.

Caveats

·   Black Swan cannot pick up treasure, nor may more than two marines leave the ship at any given time.

·   Ignore Jonah's ability stipulation (roll D6 when hit, remove one crew to nearest wild island on 5 or 6).

·   Once per turn Black Swan can be given a free repair action instead of a move or shoot.

·   Black Swan's movement is considered S+L

·   Each Marine can shoot once per turn regardless of action given. If the action given is NOT a shoot action –1 to die roll.

·   Marines must shoot at crew first before they can eliminate masts, killing the crew if they hit.

·   A roll of a 1 on any shoot roll by a Marine injures the Marine, and he cannot fire for 1D6 number of turns.

·   Black Swan cannot tow any derelict vessel, nor can it leave a vessel derelict for her fleet mates to tow, Black Swan must sink all opponents.

·   When the Horsemen sink a ship 1/2 of the gold on board is considered lost (as are all unique treasures). The Horsemen seize the remainder and it is immediately placed on their home island.

All Other Players

For a 2 player game, the second player gets a 50 point fleet. For a 3 player game the other players get a 40 point fleet, and for a 4 player game each player gets a 30 point fleet.

Caveats
·   Each fleet must be faction specific. No multi-faction fleets (though characters like Brother Virgil may be present). No duplicate factions.

·   The Rule of Uniqueness is in force for ALL players

·   Each fleet must have a "Fleet Commander" designated. If this crew member is killed, the remaining ships of that fleet must immediately leave the game board as fast as possible, and may no longer attack.

·   No Multi-Action Captains or Ships

·   No Events

·   No Zero-Limit, Ransom characters

·   No Marines

·   No Forts

Game Ending Condition

The game is over when one of the following conditions are met:
1.   All four horsemen have been killed,

2.   The Black Swan sunk

3.   All Fleet Commanders are killed

Note: All the gold being taken is NOT a game ending condition.

Scoring

Score 1 point for each point of treasure captured (Normal rule)

The Horsemen score 1 point per build total of each ship sunk

Score 10 points for each Fleet Commander killed (Horsemen only)

Score 10 points for each Horseman killed (Bonus 10 if one player kills all four)

Score 15 points if the Black Swan is sunk

 Player with the most points wins!

 Notes

For a one-on-one player game, I think the Four Horsemen would be more than overpowering, which is why I really think this build would go better for a multi-player game. I designed this scenario because it's something I've been thinking about for a long time, I love the idea of Marines, and the fact that they stack their abilities. Avast me hearties!

The Wreck of the Black Galleon

Each year the famous black fleet sails from Panama, through the Caribbean, and then onto Spain to bring the crown the gold pulled from the mountains of South America. Although the route and timing of the fleet are among the mostly tightly held secrets of the Spanish Empire, this year everyone knows where one of the Spanish galleons is—it has struck a reef off of the island of Cuba and is slowly sinking! Every ship in the area races to be of assistance—not to the crew, but to save the gold from sinking to the bottom of the sea.

Any number of players may participate in this scenario.

Setup
Use all the normal rules for setup, with the following exceptions:

- **The Black Galleon.** To recreate the sinking Black Galleon, assemble any 5-masted ship (a Spanish one is preferred, but not required) so that it has only one side of its hull; when set on the table, it will roughly appear to be listing and sinking into the water; it blocks line of fire.
- **Islands.** Roll the die to see who goes first. The first player places his or her home island 4L from the Black Galleon. Other players then place their islands in the same way, starting with the player to the left of the first player.
- **Treasure.** Each player provides six treasure totaling 12 gold. Unique treasure may be used. Place all the treasure on (or near, for game play purposes) the Black Galleon, face down.

Special Rules

- The winner of this scenario is the player who has unloaded the most gold onto his or her home island or ships by the time the ship sinks.
- To reflect that the ship is sinking, before the first player takes his or her first turn, place a six-sided die next to the ship, with the 6 showing. At the end of each turn during which treasure is removed, lower the number showing on the die by 1. The ship sinks at the beginning of the turn after the 1 shows on the die.
- You cannot shoot at the Black Galleon.

Rescue the Governer's Daughter !

This is a special scenario for Pirates of the Spanish Main for two players, but easily varied for more.

Description

The governer's daughter has been stranded on a deserted island! Players race to the middle island and fight over who gets the priveledge of rescuing her. The first player to bring her back safely to their home island earns the coveted position of Lieutenant.

Piece Requirements

- Eleven islands (make-shift ones work fine; a grid map works even better)
- A token to represent the "Governor's Daughter."
- A fleet for each player.

Setup

Place one island in the middle of the table, then place six islands directly around this center island so that there are two entrances on opposite sides and no other ways out.
Then place one island at the North, South, East, and West edge of the board, about long edges away from the closest islands.
Each player then takes a starting island that is not directly aligned with an entrance to the center channel.

Special Rules

- The governer's daughter is loaded into the ship like any other cargo.
- Sinking a ship carrying the governer's daughter results in being discharged from the Royal Navy and thus results in losing the game.

Ghost ships:

- The princess will not board a ghost ship unless its the last ship on Earth! If any non-ghost ship is unsunk, she will not board the ghost ship.
- If one player does not have any working ships, but has possession of the governor's daughter, and the opposing player has only ghost ships remaining, the match is a draw.

Optional Rules (Encouraged)

- If the player who won the previous play of the Governer's Daughter Scenario's name is ever said by another player without the title "Lieutenant," the Lieutenant may repair one mast on any of his ships.
- When a ship is sunk, the ship is placed - docked - on any island by the sinking player. (Docking on the far side of islands is legal, as is firing the last shot on one's own ship)

Nickels and Dimes

Each player starts with 30pts of ships, and 15pts of crew.

Crew is initially NOT loaded onto any ships, and 0pt crew were disallowed. As each player is able to get gold back to their Home Island, they are able to "buy/hire" crew on a 1 gold=1 point basis. Crew is loaded face down, but the money spent has to be announced. To make sure there is enough gold, starting amounts are 12 pieces each for player.

Icebound

The Spanish treasure ship, *El Toreador*, ran aground during a late winter storm. Since that fateful night, the ship has been icebound, and nearly abandoned by her crew. But, the ice is starting to thaw…

El Toreador (represented by any 4+ masted Spanish ship) starts the game as a wreck on a hidden spur of rock, and surrounded by 5-6 icebergs, all touching the hull of the ship. An additional ring of icebergs (~6-8) starts out 2L away from the first ring. Place 2 Marines onto the ship to represent the guards that the Spanish left on the ship. They will shoot at the nearest (or docked) ship at the end of each round (after all players have acted).

The Marines cannot be targeted, and the ship cannot be towed or sunk. Place 4 coins totaling 8 gold from each player (UTs allowed) onto the ship. Players bring a 40pt, nationally pure fleet to try to bring home as much gold as they can. Normal victory and game ending conditions are in effect.

Icebergs can be moved by shooting at them. Three hits are required to move an iceberg S away from the shooting ship.

Monopol-Arrr!

This is a big, long game for 2-8 players. You will need 40 islands:

1. Grog *(grow 4 coins, max=4)*
2. Mediterranean Sea *(Group 1)*
3. Treasure Chest *(load gold or go to Luxury Impoundment)*
4. Baltic Sea *(Group 1)*
5. Treasure Confiscation *(pay 8 gold)*
6. Beheading Pier *(Shipyard)*
7. Oar Rental Island *(Group 2)*
8. Chanteys *(load gold or go to Treasure Confiscation)*
9. On the Account Island *(Group 2)*
10. Cat o'Nine Island *(Group 2)*
11. Gallows / Just Visiting *(ship cannot move until it rolls a 6 or pays 5 gold)*
12. Sailmaker's Place *(Group 3)*
13. Eccentric Company *(load crew who are already paid for)*
14. Shipshape Island *(Group 3)*
15. Virginia Capes *(Group 3)*
16. Mainsail Marina *(Shipyard)*
17. St. Jack Sparrow Island *(Group 4)*
18. Treasure Chest *(load gold or go to Luxury Impoundment)*
19. Ten Sea Dogs Island *(Group 4)*
20. New York Harbor *(Group 4)*
21. Free Docking *(place gold from fees & fines here)*
22. Keelhaul Island *(Group 5)*
23. Chanteys *(load gold or go to Treasure Confiscation)*
24. Jim-Lad Island *(Group 5)*
25. Ahoy Island *(Group 5)*
26. Big & Old Pier *(Shipyard)*
27. Atlantic Ocean *(Group 6)*
28. Anchor Island *(Group 6)*
29. Bilgewater Works *(start new ships here)*
30. Vermin Gunwales *(Group 6)*
31. Go to Gallows *(go directly to Gallows Island)*
32. Pacific Ocean *(Group 7)*
33. N. Carolina Coast *(Group 7)*
34. Treasure Chest *(load gold or go to Luxury Impoundment)*
35. Pillage-Mania Island *(Group 7)*
36. Short Pier *(Shipyard)*
37. Chanteys *(load gold or go to Treasure Confiscation)*
38. Pirate Place *(Group 8)*
39. Luxury Impoundment *(pay 5 gold)*
40. Plankwalk *(Group 9)*

Setting Up the Game

Set up the islands in a rough circle, with 1L to 2S between each island, and with their long sides facing each other. Each island gets a label from the list above; assign them in the order given. Put one random treasure coin on each grouped island, one on Free Docking, and four on Grog.

Put a ton of treasure coins in a mug (the "bank"). The mug should be well-mixed frequently.

Roll to see who chooses a home island first, and go clockwise from that person. Players 1-4 pick one of the Shipyard islands to be a home island. If you have players 5-8, put 1-4 islands in the center, each 3L from a Shipyard, and choose home islands from this circle. Because of the greater distances involved, players 5-8 get a free Helmsman. Each player gets 15 points to spend on ships and crew. Roll to see who moves first, and go clockwise from that person.

Playing the Game

At the start of each player's turn, he/she can spend gold to buy ships, crew, or events; one gold equals one point. New ships and crew start at their home island, or at Eccentric Company or Bilgewater Works (see below).

If you buy something or pay a fee, and you cannot make exact change from the gold coins on your home island, you must overpay. When you buy ships, crew or events with gold, this gold goes back in the mug; all other payments go on Free Docking. Payments come only from gold at your home island, unless the rules for a particular island say otherwise.

Players are allowed to parlay at any time (this is not the same as the Parlay keyword). They can negotiate truces and alliances, or swap or sell ships and crew.

Wild Islands

To load gold from a wild island, a player must have at least as many masts as the island's group number docked there. That is, to load treasure from an island in group 4, the player must bring to that island a 4-masted ship, or two 2-masted ships, or any combination that adds up to at least four.
At the end of each turn, each island can generate gold. For each island that has fewer treasures than its group number, draw one coin from the mug and place it on that island. Thus, islands in Group 1 can never have more than one treasure, Group 2 islands cannot have more than two, and so on.
If a player builds a fort on an island, all gold in that island goes in the fort. If a Marine is on an island, only the Marine's owner can load treasure from that island.

Special Islands

A ship cannot be attacked in any way if it is docked at Gallows Island (including visitors), Free Docking, Treasure Confiscation, or Luxury Impoundment.

A ship can load gold from **Grog** or **Free Docking** at any time, but it cannot stay more than one turn unless it is derelict. You must take the gold sight-unseen unless your ship can move and explore in the same turn. If there are ever less than four coins at Grog at the end of any player's turn, immediately add coins from the mug until there are 4 again. If Free Docking ever has no treasures at the end of a player's turn, put one there from the mug.

If you dock at a **Chanteys** or **Treasure Chest**, and that island has treasure on it, you may load it normally. If it has no treasure, roll a die. If it comes up 2-6, put that many treasures on the island, and load them normally. If you rolled a 1, your ship is immediately moved to Treasure Confiscation (if you were at a Chanteys) or Luxury Impoundment (if you were at a Treasure Chest).

Ships docked at **Luxury Impoundment** or **Treasure Confiscation** cannot be given move actions until you pay (5 gold per ship at Luxury or 8 at Treasure).

Shipyards that are not home islands serve a special purpose. A ship that docks at a Shipyard may execute unlimited repair actions there, for a fee of 1 gold per mast repaired.

Go to Gallows: If a ship docks at Go to Gallows, or rolls a 6 (cannons or boarding) while within 3L of Go to Gallows, it finishes its action and is then moved immediately to Gallows Island; do not pass Grog, do not load gold treasures. A ship that is sent to Gallows is docked on the coast outside the circle of islands, to show that it isn't just visiting.

Gallows: A ship sent to Gallows cannot be given any actions except the following: it can try to escape by rolling a 6, or pay 5 gold to bribe the guards. If you do either of these, your ship moves to the inside of Gallows Island as a free action. On the third turn in Gallows, if you do not escape or bribe the guards, the ship loses one crew to the hangman (if it has any crew), moves to the inside of the island as a free action.

A ship that voluntarily docks at Gallows Island, or chooses to stay there after getting out of Gallows, is just visiting and can leave at will.

Eccentric Company is a personnel agency for pirates. You can buy crew and place them here instead of your home island if you wish. You can also drop off crew here, to be picked up again later. Crew on the Eccentric Company cannot be taken or attacked by other players. Marines cannot function on this island.

Bilgewater Works is a private shipyard. When you buy a new ship, you can start it here instead of your home island if you wish. Ships launched at Bilgewater cannot start with crew, except for crew you have left on that island (which other players cannot take). Marines cannot function on this island.

Winning the Game

A player is eliminated if he/she ever owns no ships that can move, and does not have enough gold to build one. The object of the game is to eliminate all the other players. If you don't want to play to total elimination, choose a number of turns to play (at least 20); the winner is the player with the highest total point value of ships afloat (crew and forts do not count).

Merchants & Freebooters

Synopsis

Ce scénario propose aux joueurs d'endosser un rôle particulier en début de partie (Marchand, Flibustier, Corsaire, Officier du roi...). Chaque rôle a des objectifs, des règles de construction de flotte et des capacités différentes, lequel d'entre eux va l'emporter.

Préparation

Ce scénario est prévu de 2 à 6 joueurs

Chaque joueur choisi un rôle qu'il souhaite jouer, il est préférable que plusieurs rôles différents soient présent pour une partie mais ce n'est pas obligatoire. Les rôles possibles sont : Marchand, Flibustier, Corsaire, Officier du roi, Conquérant.

- Chaque joueur doit construire une flotte mono-nation (mercenaires autorisés). En fonction du rôle choisi, seule certaines nations sont autorisées .
- Les joueurs Marchands doivent faire des flottes Anglaise, Française, Espagnole ou Américaine
- Les joueurs Flibustiers doivent faire des flottes Pirates, Corsaires Barbaresques, Rébellion de Jade, Viking, ou Maudite.
- Les joueurs Corsaires doivent faire des flottes Anglaise, Française, Américaine, Pirates ou Corsaires Barbaresques
- Les joueurs Officier du roi doivent faire des flottes Anglaise, Française ou Espagnole
- Les joueurs Conquérants doivent faire des flottes Espagnole, Rébellion de Jade, Viking, ou Maudite

En fonction de leur rôle les joueurs doivent préparer des flottes avec les limitations suivantes :

- Les joueurs Marchands : 70pts, peuvent placer jusqu'à 2 personnages Limit, Ransom y compris d'une autre nation.
- Les joueurs Flibustiers : 70 pts, personnages Ransom interdits.
- Les joueurs Corsaires : 70 pts, personnages Ransom interdits.
- Les joueurs Officier du roi : 70 pts, un personnage Ransom autorisé.
- Les joueurs Conquérants : 70 pts, un personnage Ransom autorisé.

Mise en place

- Placez 3 îles par joueur : une île de départ, une île sauvage et une colonie. Toutes les îles doivent se situer entre 3L et 6L l'une de l'autre. Les îles mystérieuses sont interdites.
- Placez 3 terrains spéciaux par joueur (Chaque joueur choisi ses terrains)
- Placez au hasard sur les îles sauvages 8 jetons de 3 couleurs différentes, ces jetons représentes des marchandises.
- Placez au hasard sur les colonies 3 jetons de 3 couleurs différentes

- Placez un TU sur chaque île sauvage.
- Préparez une pile de PO en dehors du jeu.
- Attribuez au hasard un numéro à chaque joueur
- Chaque joueur choisi une île de départ en commençant par le plus grand numéro.

Déroulement de la partie

L'ordre de jeu est le suivant :

- Les Marchands jouent en premier (du numéro le plus petit au numéro le plus grand)
- les Officiers du roi jouent ensuite (du numéro le plus petit au numéro le plus grand)
- les Corsaires jouent ensuite (du numéro le plus petit au numéro le plus grand)
- Les Conquérants jouent ensuite (du numéro le plus petit au numéro le plus grand)
- Les Flibustiers jouent ensuite (du numéro le plus petit au numéro le plus grand)

En fonction de votre rôle, vous disposez en plus des actions standards, des actions suivantes :

Marchand :

- **Récolte** : Lorsque vous explorez une île sauvage, vous pouvez charger autant de marchandises de votre choix que vous disposez de place de cargaison libre.
- **Vente/Achat de marchandise** : Vous êtes autorisé a accoster à une colonie, en action libre vous pouvez vendre vos marchandises : chaque jeton vaut 6 PO – 2 par jeton de la même couleur présent sur la colonie (minimum 2).
- **Réparation commerciale** : Vous pouvez donner des actions de réparation lorsque vous êtes accosté à une colonie.
- **Vente/Achat d'artefact :** Vous pouvez utiliser l'or de votre navire pour acheter un TU à la colonie ou vendre un TU. Chaque TU vaut 4 PO. Lorsque vous achetez un TU choisissez le de votre collection.
- **Transport de personnages importants** : Vous pouvez débarquer ou embarquer un personnage Ransom dans une colonie. Si c'est la première fois que ce personnage débarque sur cette colonie vous pouvez charger sur votre navire 5 PO. Un personnage Ransom ne peut jamais prendre deux fois le même navire de la partie.
- **Commerce en mer** : Si un de vos navire touche un navire d'un autre joueur marchand ils peuvent s'échanger des marchandises selon le bon vouloir des deux joueurs.

Officier du roi :

- **Guerre** : Lorsque vous abordez, vous ne pouvez jamais choisir de voler un trésor. Lorsque vous coulez un navire vous placez sur votre île 1 PO par mâts de départ du navire coulé.
- **Prisonniers** : Lorsque vous réussissez un abordage vous pouvez capturer un équipage adverse, celui-ci vaut de l'or si vous le ramenez à votre île de départ : 1 PO si l'équipage appartient à un Marchand, 2 PO si l'équipage appartient à un Corsaire, 3 PO si l'équipage appartient à un Flibustier, 4 PO, si l'équipage appartient à un Officier, 5 PO si l'équipage appartient à un Conquérant.

- **Réparation militaire** : Vous pouvez accoster à une colonie. Si vous êtes accosté, vous pouvez donner une action de réparation pour un PO par action.
- **Gouverneur** : vous pouvez déposer un personnage Ransom sur une colonie. Tant que ce personnage se trouve sur la colonie, vous pouvez y réparer gratuitement et vous gagnez 1 PO à chaque fois qu'une vente/achat à lieu sur l'île.

Corsaires :

- **Prise** : Dés qu'un navire ennemi n'a plus de mât, vous pouvez le remorquer (qu'il soit considéré ponton ou non). lorsque vos navires remorquent un autre navire, appliquez la règle de remorquage des flotilles au lieu de la règle de remorquage des pontons. Si vous accostez une colonie avec un ponton retirez le ponton du jeu et gagner 1 PO par mât que possédait le ponton au départ + la moitié de l'or possédé à bord.
- **Chasseur de primes** : Lorsque vous réussissez un abordage vous pouvez capturer un équipage adverse de votre choix, si ce personnage est nommé, celui-ci vaut de l'or si vous le ramenez à votre île de départ : 3 PO si l'équipage appartient à un Marchand, à un Officier ou à Conquérant, 7 PO si l'équipage appartient à un Corsaire, 10 PO si l'équipage appartient à un Flibustier et est nommé.
- **Lettre de marque** : un autre joueur peut vous confier le droit d'effectuer une de ses actions qui lui rapporte de l'or pour que vous l'effectuez contre un autre joueur se son choix. Si vous réussissez, vous partagez l'or gagné avec ce joueur.

Conquérants :

- **Guerre** : Lorsque vous abordez, vous ne pouvez jamais choisir de voler un trésor. Lorsque vous coulez un navire vous placez sur votre île 1 PO par mâts de départ du navire coulé.
- **Conquête** : Vous ne pouvez pas accostez à une colonie. Si vous arrivez à faire 7 touches dans le même tour sur une colonie, vous l'envahissez et vous gagnez 4 PO. Cette colonie vous appartient vous gagner 1 PO par tour (ie à chaque fois qu'un joueur commence à jouer) tant que vous la possédez. Vous ne possédez plus cette colonie si : un Conquérant la conquière, un Flibustier la pille, un Officier y dépose un gouverneur.
- **Réparation** : vous pouvez donner des actions de réparations à vos navires accostés aux colonies que vous avez conquises.

Flibustiers :

- **Paria** : vous ne pouvez jamais accoster à une colonie.
- **Pillage** : Si vous arrivez à faire 7 touches dans le même tour sur une colonie, vous la piller, placez 6 PO sur un de vos navire à moins de L de cette colonie. Une île pillée ne peut plus être pillée tant qu'un marchand n'a pas fait d'achat/vente, qu'un officier n'y ait déposé un gouverneur ou qu'un conquérant ne l'ait conquise.
- **Piraterie** : si vous réussissez un abordage, vous choisissez la pièce que vous prenez.
- **Rançon** : si vous réussissez un abordage, vous pouvez capturez un personnage qui porte le mot rançon, le joueur doit dés qu'il le peut vous donner 5 PO pour récupérer son équipage.
- **Carte au trésor** : si vous explorez une île sauvage, lancez un Dé sur 6, placez une pièce de 1D6 PO sur votre navire, cette île ne peut plus être explorée de cette manière

Les règles standards suivantes sont modifiées :

- Si un navire coule, l'or est perdu, l'event diver est interdit.
- Hidden Cove est modifié comme suit : au début de votre tour révélez Hidden Cove, vous pouvez accoster à l'île sauvage de votre choix situé à moins de 5L et réparer un mât. Considérez le tour de ce navire terminé.
- Hormis les corsaires, les joueurs ne peuvent remorquer que leur propre navire.

Conditions de victoire

La partie s'arrête quand la moitié des joueurs ou plus ne peut plus donner de future action de mouvement à ses unités.

Le vainqueur est celui qui a le plus d'or sur son île de départ.
Notes de jeu

L'abréviation « D6 » désigne un dé à 6 faces, L'abréviation « PO » désigne le terme Pièces d'or.

- Un gouverneur reste sur l'île et reste gouverneur si elle est pillé ou conquise (pour la conquête ce n'est pas le plus réaliste mais c'est plus équilibré).
- Un marchand peut forcer un gouverneur a quitter l'ile mais s'il le dépose ailleurs celui ci devient le nouveau gouverneur de l'île

Conquest

Choose your fleet as normal. No ship or crew will be introduced into the game that is not part of your original build. Ships and basic crew that are eliminated in this scenario may be purchased and brought back into the game. See replacement below.

Treasure will be determined normally, however when placing, only 1 coin per wild-island will be initially placed. The rest of the tokens will be placed in a stack. On an explore action roll a d6, on a result of 5 or 6 one token from the stack can be added to the island. Once an island is explored the only way to get more treasure from that island is to build a fort. Note an enemy can still explore an island that was previously explored by an opponent. OPTIONAL if you want the game to go faster each player can start with 10gp on their home islands.

Each turn a fort can use its action to explore and get a token automatically from the stack. The gold is used by the player to train marines, rebuild ships and to train basic crew.

Ships can only be S distance away from their home island or a fort for 4 turns. On the 5th turn all crew loose their abilities (turned face down) and the ship cannot fire its cannons until it returns to a fort or their home island for re-supply.

Marine: a marine is a basic crew for this scenario. It costs 1gp per unit and it takes up 1 crew space per unit on a ship. Forts can have 1 marine per point cost of the fort at any one time but no more. Home Island can have unlimited marine units. It costs 1 gp and takes 1 turn to train a marine.

Training basic crew:(replacement) if a crew was eliminated during the course of this scenario you can train a replacement. Replacement only! You can't create more than your original build. Only basic crew can be replaced. For training purposes any basic crew costs its point value in gold to train and takes 1 turn to train. Note this is an action so if a fort chooses to train a crew and or marine it may not also explore to get a treasure token.

Invasion: when a ship with marines on board docks at an enemies fort or home island an invasion roll is required to see who maintains control of the island or fort. A d6 + number of marine units is rolled and compared. The higher number wins and gains control of the fort or island.

Victory Condition: the victor is determined by the player that controls the most Home Islands. The game stops under normal conditions except a player having half the starting gold. When the stack of treasure runs out the game is played for one more turn, if no player has taken control of another players home island then victory belongs to no one.

Olinda

DE STAAT OLINDA DE PERNAMBUCO DIE IN FEBRUARI 1630 DOOR DE NEDERLANDERS IS VEROVERD
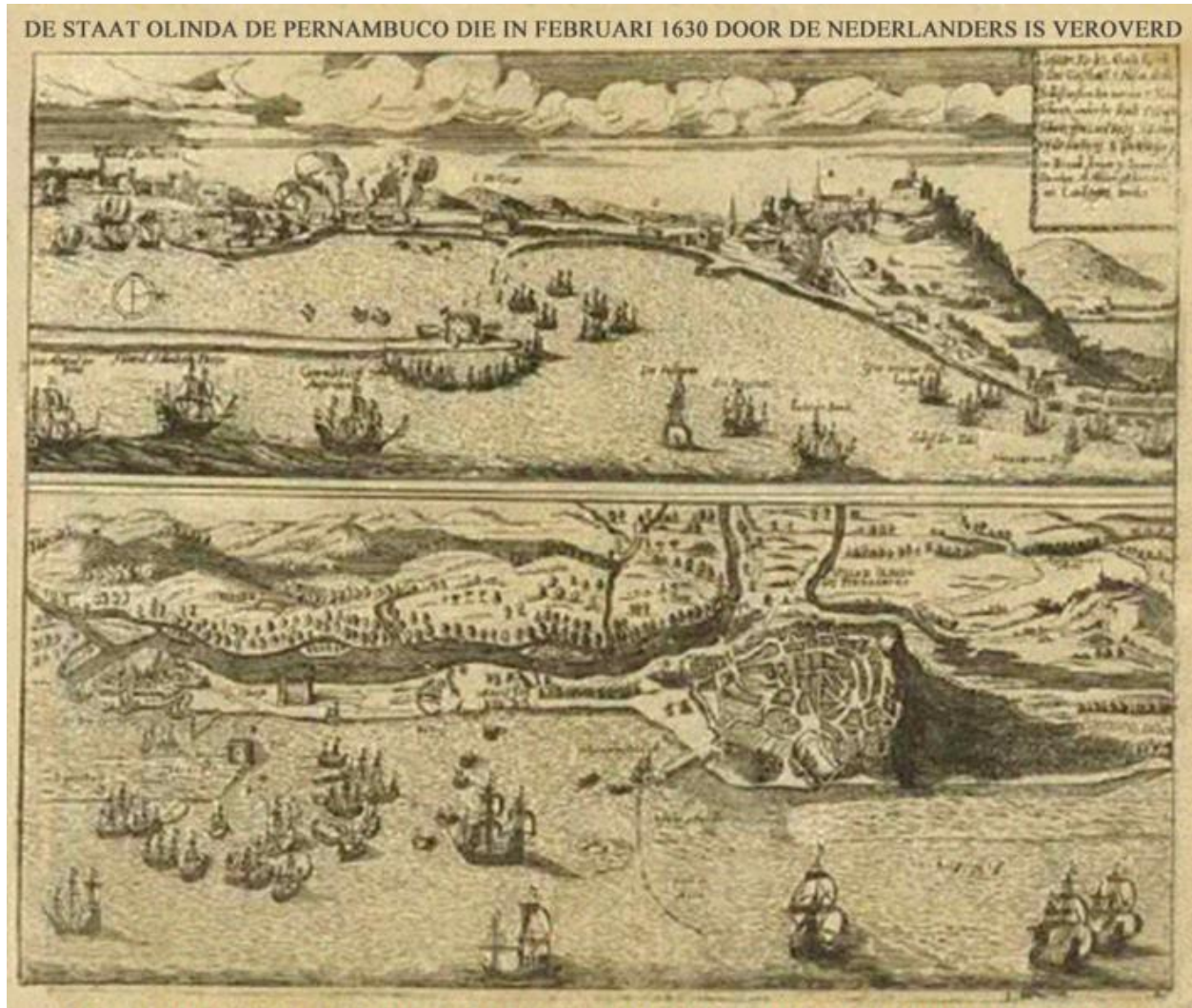
Op 16 februari 1630 namen de Nederlanders onder leiding van kapitein-generaal Hendrick Corneliszoon Lonck de stad in als onderdeel van Nederlands-Brazilië. Na de verovering stelden zij eerst een voorlopige regering in. Op 11 maart werden er een Hoge Raad en een gouverneur ingesteld.

De Nederlanders besloten om hun hoofdstad niet in Olinda te vestigen maar in het nabijgelegen Mauritsstad (het huidige Recife). Zij haalden daarop de rijkdommen uit Olinda weg, en staken de stad op 24 november 1631 in brand.

Opmerkelijk is dat deze verwoesting in 1629 al voorspeld was door de Domincaanse broeder Antônio Rosado. In zijn vastenpreek trok hij van leer tegen het moreel verval van de stad:

"Het verschil is maar één letter, maar Olinda wordt begeerd door Holland (Olanda), en door Holland zal Olinda in de as gelegd worden. Waar de gerechtigheid zozeer ontbreekt op aarde, zal de gerechtigheid van de hemel niet lang op zich laten wachten."

Target: strategische plek, gelegen tussen heuvels aan de kust. Het had overvloedig drinkwater, vruchtbare grond en een natuurlijke haven, beschermd door riffen. Dit gebied werd met name bewoond door de Caetés en de Tabarajas.

Setup

Defender of Olinda: 3 Islands closer than 1S from eachother at the table edge. If any crew in defending fleet, it should be evenly distributed among these islands. Total fleet value = 50. Maximum one Fort. This Fort may be placed at the middle island before the game starts. Defender may place up to 5 Reefs at least 1L away from the islands and maximum 3L. Reefs may touch eachother. All defending ships are docked at the middle island.

Attacker: Fleet value = 100. Start at opposite table edge of defender.

Winning Conditions

For the attacker to win; within 14 turns, land crew on middle island AND there may be no Fort present. And the number of attacking masts must be higher than defending masts.
For the defender to win: destroy all attackers. Or hold the city for 14 turns.

Adriaen van Trappen Banckert

Een anekdote verhaalt hoe Joost Banckert, als een geslaagde entering door twee Duinkerker Kapers dreigt, zijn zoon toesnauwde: "*Ge steekt op mijn bevel de lont in het kruitvat. Doet ge het niet dan kloof ik u met eigen hand de kop!*"
In de Noordse Oorlog vocht hij op de Seeridder tegen de Zweden in de Slag in de Sont van 1658; hij was toen tweede persoon onder vice-admiraal Witte de With. Het lukte hem door een ongunstige stroming niet zijn commandant te hulp te schieten toen die vastliep. In maart 1659 vroor hij, na verlies van zijn ankers zelf bij Hven aan de grond gelopen, met zijn schip vast in het ijs, maar wist drie dagen lang een aanval van een compagnie Zweedse soldaten, ondersteund door vijf schepen, af te slaan. Hij moest wel eerst zijn eigen bemanning met getrokken sabel tegenhouden de benen te nemen. Hiervoor ontving hij van de Zeeuwse admiraliteit een gouden penning ter waarde van honderd daalders en werd door Frederik III van Denemarken in audiëntie ontvangen.
In deze conflicten kreeg hij de reputatie een vastberaden en intelligent officier te zijn. Vooral het eerste werd zeer gewaardeerd: het was eerder regel dan uitzondering dat kapiteins in het heetst van het gevecht even de wijk namen.

Setup

Defender: only one ship (France, USA or England), filled with one captain and crew. Place the ship in the center of the table.

Attacker: the attacker has 60 points and 3 days (15 turns) to (board and) capture the stranded ship.

Special

Determined : The Captain on the stranded ship is Adriaen van Trappen Banckert. He'd rather blow up his own ship than handing it over to the enemy. After each boarding action initiated by the attacker, roll a D6. You may eliminate one friendly crew to add +1 to the dice before rolling. If the result = 6, the game ends in a draw. Nobody wins (but all defenders die)…
Aggressive: the defender may replace all "move" actions of his stranded ship with "shoot". For example, a Captain has the special ability to shoot after shooting…

Winning Conditions

Place coins with total value of 15 next to the stranded ship. Use these as a timer. Remove one value after each turn of the attacker. If all coins are removed, and the ship is not derelict, defender wins. Attackers wins if the ship is stolen.

Rum Runners

17th Century Caribbean Sea
The area of 17° North Latitude 62° West Longitude
The Spanish Controlled Windward Islands

Rum,…the elixir of life for every buccaneer, privateer, swashbuckler, and pirate alike who ever set sail across the Caribbean. Besides its obvious medicinal uses, rum of exceptional quality can fetch a fine price,…depending on the port.

Fleet Construction
This game is played between two players, one representing the Spanish Fleet and one representing the Pirate Fleet. The Spanish Fleet may not exceed 36 points. The Spanish Fleet must contain at least one Spanish vessel. The Pirate Fleet may not exceed 30 Points. The Pirate Fleet must contain at least one Pirate vessel.

Setup
Instead of setting up per the normal rules, the seascape is prepared as per the diagram below. Each player will begin the game docked at their home island. In addition to each player's home island and the four (4) Wild Islands, there will be a neutral Island (Antigua). The Island of Antigua counts as a home island for both players. Rather than each player contributing the normally prescribed treasure tokens, each player will contribute three (3) treasure tokens totaling six (6) gold, and six (6) special Rum Tokens will be used. Distribute all twelve (12) tokens randomly among the four (4) Wild Islands. The Spanish Fleet is the first player.
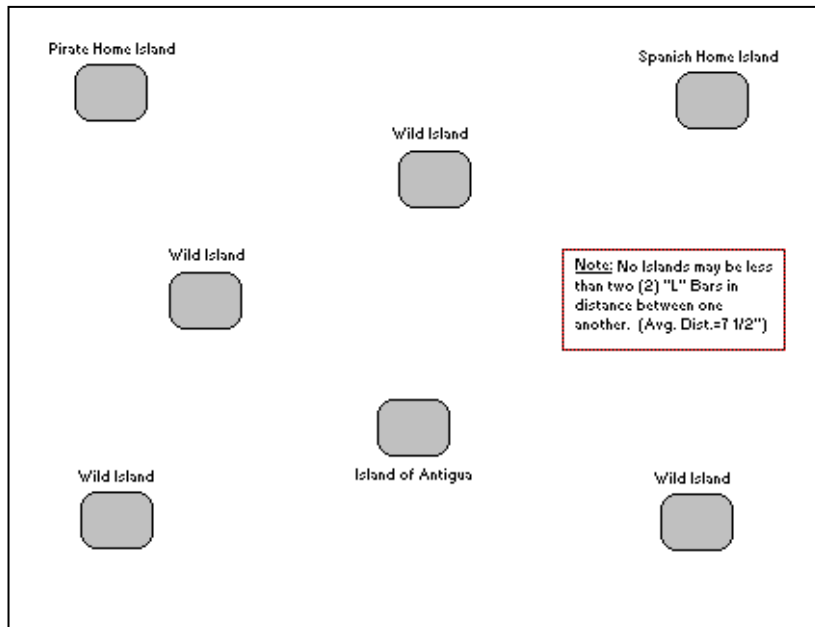
Special Rules
This scenario has a 50 minute time limit. The Spanish Fleet must begin the game with a Captain Crew for each vessel (These should be placed face up during setup). The Spanish Fleet may not dock at Wild Islands. Any enemy Crew, Treasure, or Cargo captured or eliminated by the Spanish player is immediately removed from the game and the Spanish player receives victory points accordingly.

Victory (Rum Runners)

The Spanish Fleet receives Victory Points equal to the printed value of any Ship, Crew, or Treasure eliminated during the course of the scenario. The Pirate Fleet receives Victory Points equal to the gold value delivered to the Island of Antigua. Rum Tokens are treated in the same manner as the Unique Treasure of the same name (i.e., Value = six (6) - number of Crew onboard transporting Ship and the Ship may not take an action the turn following loading Rum Tokens). The player with the most Victory Points wins the scenario.

Seascape: *(Based on an approximately 3' x 2 ½' playing surface – See note.)*

Rum Tokens:

(These can be cut out and carefully adhered to

the face of extra treasure tokens)

Pirate Home Island

Spanish Home Island

Wild Island

Wild Island

Note: No Islands may be less than two (2) "L" Bars in distance between one another. (Avg. Dist.=7 1/2")

Wild Island

Island of Antigua

Wild Island

Frequently Asked Questions (Rum Runners)

What do you mean by "printed value"?
The printed value of any Ship, Crew, or Cargo is exactly that, the point value that is printed on the card for that item. Some Crew do not have printed values on their cards, but rather are referenced in the PotSM Rulebook. In this case use the value from the PotSM Rulebook. There are some Crew that modify the value of other Crew for the purposes of Fleet construction and setup. The printed value is still the value used if this Crew is eliminated, as opposed to the points that the owning player allocated to include that Crew in their Fleet. By this same interpretation, Rum Tokens have no printed value and therefore convey no point value.

When a Pirate Ship loads a Rum Token from a Wild Island it must do nothing in the following turn. Does this mean if the Ship loads three Rum Tokens from the Island it can't do anything for three turns?
No. The Pirate Ship must do nothing on the following turn after loading any number of Rum Tokens from a Wild Island. Regardless of whether it loads one, two, or three Rum Tokens, the Pirate Ship still only 'skips' one turn. It shouldn't be too difficult to image that the Crew is too intoxicated to do anything productive after getting the Rum onboard, so they spend the next turn sobering up.

What exactly happens when a Pirate Ship sinks that has Crew and Cargo onboard?
The Spanish Fleet player receives a number of Victory Points equal to the printed value of the ship. Next, the Spanish Fleet player receives a number of Victory Points equal to the printed value of any and all Crew aboard the sunken ship. Finally, Cargo/Treasure is divided equally between both the Pirate and Spanish fleets. The Non-Rum Token Cargo/Treasure that is distributed to the Pirate Fleet player is placed on the Island of Antigua. This counts as though it had been delivered to the Island by normal means. The Non-Rum Token Cargo/Treasure that is distributed to the Spanish Fleet player is removed from the game and the Spanish Fleet player receives a number of Victory Points equal to the printed value. All Rum Token Cargo/Treasure is removed from the game and neither player receives any additional Victory Points.

What exactly happens when a Spanish Ship sinks that has Crew and Cargo onboard?
First, the Spanish Fleet may not dock at Wild Islands and therefore should never be able to Explore a Wild Island to accumulate Cargo. Any Treasure/Cargo that could be captured by the Spanish player as a result of a successful boarding action should have been immediately removed from the game per the Special Rules of the scenario. Therefore, the Spanish Fleet player should never have Cargo. When a Spanish Ship is sunk by the Pirate Fleet player, the Ship and the Crew onboard would be removed from the game, nothing more.

The fall of Bahia

Voor de eerste tocht (1624-1625) werd Piet Hein op 2 november 1623 benoemd tot vice admiraal, onder admiraal Jacob Willekens. Een vloot van 26 schepen bereikte op 8 mei 1624 de Portugese hoofdstad São Salvador (Bahia) in Brazilië. De volgende dag al leidde Hein persoonlijk de succesvolle bestorming door matrozen van het zeefort van de stad. De verdediging stortte ineen en de stad zelf viel zonder slag of stoot in handen van een landingsmacht van soldaten.
Bahia werd echter op 30 april 1625 na een beleg overgegeven aan de te hulp geschoten Spaanse vloot (deze kregen het nieuws over de verovering een maand eerder dan de Nederlanders, waardoor deze net te laat kwamen met een hulpvloot om San Salvador te beschermen tegen de herovering).

Setting
San Salvador was a city in the north of Portuguese Brazil, later called Bahia and now known as Salvadore. In 1624 it was attacked by a Dutch fleet commanded by Piet Hein and captured after a few days.

Setup
Place a line of islands along player one's table edge representing the coastal line of Bahia. Place a Fort at the middle island representing the capital Sao Salvador, Brazil. Put another (Sea-)Fort at sea L+S away from the first fort. Player two places the fleet of Piet Hein at the opposite side along the table edge.

Fleets
Player one (Spanish Conquistadores): 2 Forts (one Sea-Fort one City-Fort) + 50 points Spanish fleet all docked at Sao Salvador.
Player two (Piet Hein): 100 points fleet (Pirates).

Special Rules
Ccrew can fight. You may land crew at the coast when docked. When total Pirate crew at Sao Salvador is greater than total Spanish crew + City-Forts cannons , then the Pirates have taken the city and win the game.

The Secret of Monkey Island
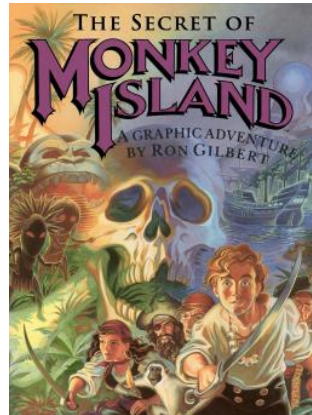
The story introduces Guybrush Threepwood, a youth who desires to become a pirate. At the beginning of the story, he washes up on the Caribbean island of Mêlée.

Guybrush meets the Pirate Leaders who set him three challenges to prove himself a pirate: defeat Carla the island's swordmaster in insult swordfighting, steal a statue from the Governor's mansion, and find buried treasure. Along the way he meets several interesting characters, including Stan the used boat salesman, Meathook (a fellow with hooks on both hands), a prisoner named Otis, the three men of low moral fiber and, most significantly, the gorgeous Governor Elaine Marley.

The ghost pirate LeChuck, however, has been in love with Elaine since his living days. While Guybrush is busy, LeChuck's ghost crew abduct her, taking her to Monkey Island. Guybrush gathers a crew (Carla, Meathook, and Otis), buys a boat, and sets out to find the mysterious island and free Elaine.

When Guybrush finally reaches Monkey Island, he explores it and discovers a band of cannibals and a strange hermit named Herman Toothrot. After he helps the cannibals recover a lost voodoo ingredient, they provide him with a recipe that can destroy ghosts. However, when Guybrush goes after LeChuck, one of his crew tells him that LeChuck went to Mêlée Island to marry Elaine.

Guybrush returns to Mêlée and goes to the church to prevent the wedding. When he arrives at the church wedding, he realises that Elaine had her own plan to escape. LeChuck starts beating Guybrush; until the arrival at the ship emporium, where he sprays LeChuck with root beer (the cannibals having previously mentioned that the magic ghost fighting elixir, which is made from a voodoo root, goes well with vanilla ice cream). With LeChuck defeated, Guybrush and Elaine enjoy a romantic moment, watching fireworks.

Find the Big Whoop!

Crew

Player one:
(06 pts) Guybrush Threepwood: [Captain token] Limit, Diver (Gets treasure from sunken ship), may rescue Elaine if he wins a boarding action at a ship where she is crew.
(04 pts) Carla the Swordmaster: [Crimson Angel token]Limit, Board while within S range; boarded ship can't use boarding bonuses.
(02 pts) Stan the used boat salesman: [Shipwright token] Limit, Shipwright.
(02 pts) Meathook: [Helmsman Token]Limit, Helmsman.
(01 pts) Otis: [Oarsman token] Limit, Oarsman.
(03 pts) Governor Elaine Marley: [Contessa Anita Amore token] Limit, Ransom, Reroll one die roll/turn.
(02 pts) Men Of Low Moral Fiber, Frank: [Cannoneer token] Limit, Linked (Men Of Low Moral Fiber), Cannoneer.
(01 pts) Men Of Low Moral Fiber, Fred: [Explorer token] Limit, Linked (Men Of Low Moral Fiber), Explorer.
(02 pts) Men Of Low Moral Fiber, Fin: [Stinkpot Specialist token] Limit, Linked (Men Of Low Moral Fiber), Stinkpot Specialist.
+
Fleet value of 15, any nation except Pirate, Jade Rebellion or Cursed. (No extra crew can be bought.)

Player two:
(08 pts) Ghost Pirate LeChuck: [Captain token] Limit, may capture Elaine if he wins a boarding action at a ship where she is crew.
(02 pts) Bob the Ghost Pirate: [Helmsman token] Limit, Helmsman.
(02 pts) Murray the Zombie Pirate: [Cannoneer token] Limit, Cannoneer.
(06 pts) Pegnose Pete: [Any Cursed skeleton token] Limit, Home-island robber (all you can carry, even Elaine).
+
Fleet value of 20, Pirate or Cursed. (No extra crew can be bought.)

Special

Monkey Island: the Big Whoop is hidden until player one has both parts of the treasure map.
Island of Mêlée: contains a church. LeChuck wants to marry Elaine here.
Scabb Island: Largo LaGrande resides here. For a docked ship to leave this island, roll a D6 and add amount of crew to the roll. You need 6+ to leave. Player two may always leave this island like in the normal rules.

Part 1 of treasure map: [Number 1 gold coin]located at Island of Mêlée.
Part 2 of treasure map: [Number 1 gold coin]located at Scabb Island.
Big Whoop treasure: [Ten number 5 gold coins]located at Monkey Island. Can be found when in possession of both treasure map parts. May only be taken by player one.

Winning Conditions

Player one needs Guybrush, the Big Whoop and Elaine all three on his home island to win.
Player two needs to perform an Explore Action at Monkey Island with both LeChuck and Elaine as crew
(hostile). This way his eternal dream comes out, he marries Elaine.

Secret Missions

This will be a multi-player game. Players can use a 40pt fleets built from any combination of sets and nationalities. Players will also need 8 gold coins worth 15 gold (UTs allowed). Events are PROHIBITED. Each player will draw one "Secret Mission" card, which will have 2 possible missions. Players are allowed one re-draw if they are unsatisfied with their missions. Players then have 10 minutes to adjust their fleet to complete one or both of their missions. The missions are to be kept secret. The game ends when a player completes one or both of the missions on their mission card.

Possible missions are:

- *Greed*: Gather 16 gold on your Home Island.
- *Collector*: Gather 5 unique treasures on your ships or Home Island.
- *Dead men tell no tales*: Sink 4 opponent ships.
- *Fury*: Destroy 10 masts of opponent ships.
- *Land lubbers*: Steal gold coins from at least half of the Home Islands in play.
- *Salvage*: Capture 3 opposing ships.
- *"X" marks the spot*: Explore all of the Wild Islands in play.
- *Hell*: Set fire to at least 4 opponent ships, or have 2 opponent ships burning at the same time.
- *Enter*!: Steal at least 6 gold coins by boarding opponent's ships.

Combined cards* are:
        1 - Greed + Hell
        2 - Collector + Land lubbers
        3 - Dead men tell no tales + Enter!
        4 - Fury + "X" marks the spot
        5 - Salvage + Greed
        6 - Collector + "X" marks the spot
        7 - Hell + Enter!
        8 - Dead men tell no tales + Salvage
        9 - Greed + Fury
        10 - Land lubbers + Dead men tell no tales
(*You can use regular playing cards.)

Pirates: ARMADA

START:
Each National player begins the game with 30 gold to spend on 1 home Fort, ships and characters.
Pirates or Cursed start with 40 gold to spend on 1 home Fort, ships and characters.
(Cursed players may use Forts from the Pirate faction cards to represent Cursed Forts.)

Put your home Fort at your home island. Put 1 wild island in play, plus also 2 wild islands per player. (e.g. 5 Wild islands in a two-player game.)

Each player provides 2 Special Treasure tokens (or Gold tokens worth 5 gold) face down. Randomly place an amount of those tokens, equal to the number of players, face down at the middle wild island. Each player then places one of those tokens face down at a wild island of his/her choice.

WINNING at ARMADA:
A player 'loses' if his/her last Fort has been destroyed. Immediately sink all his/her ships. A player wins if they have the only Fort intact and control all Settlements. (Pirates DO have a home fort, and can lose in this manner.)

Destroying a 'Home Fort' represents their highest military/government official capitulating, and pulling out of the area. The conqueror may switch all Settlement tokens of the loser with tokens of his own (from the 'bank'), Except for Settlements with a Fort. These Settlements stay rebellious. The player with rebellious Forts chooses one of them to be the new Home Fort at this newly appointed Home island.

EXPLORING WILD ISLANDS:
Each wild island, when explored, produces 1 gold (only) OR take a Special Treasure token (if any are left).

SETTLEMENTS:
You may also claim that island for your country; place one crewmember from your ship, face down on the island (showing the flag icon). All game-rules of this crewmember are canceled while it is used as a Settlement-token.
The claiming ship must spend 1 additional turn at that island to establish a settlement.
You cannot create Settlements on home islands or an island that already has a Settlement.

A Level 1 settlement generates 1 gold per turn (and has a 'Land Combat' bonus of +1)
A Level 2 settlement generates 2 gold per turn (and has a 'Land Combat' bonus of +2)
A Level 3 settlement generates 3 gold per turn (and has a 'Land Combat' bonus of +3)

To upgrade a Settlement to Level 2, a ship has to drop 4 gold there. Leave it face up at the Settlement token as an upgrade indicator.
To upgrade a Level 2 Settlement to Level 3, a ship has to drop an additional 6 gold there. Leave it face up at the Settlement token as an upgrade indicator. (10 Gold indicates a Level 3 Settlement. This is the highest Level.)

END OF TURN PHASE:
During this phase several things occur:
1. War Funds: roll 1d6 for your nation, on a 1-3, you gain 1 gold; 4-5, 2 gold and on a 6, 3 gold.
2. Building Ships (add 1 mast to ships in progress).
3. Hire new crew/characters at your home island.
4. Repair Ships/Forts (at Level 3 settlements or Home island only).
5. Build Forts (at the same pace as ships, add one flag to Forts in progress).
6. Check for settlement upgrade and collect Income.

Pirates do not benefit from either Settlements or War Funds! They may 'plunder' enemy Settlements and Forts. For each successful attack the Pirates gain 1d6+1 in gold, up to the maximum gold the island controller has (with a minimum of 2 gold). This gold in not stolen from the island controlled, but taken from the 'bank'.

LAND BATTLES:
-Siege

> To lay siege a player rolls a D6 and adds the number of masts (just like a normal boarding roll) for EACH ship involved in the siege.

-Answer the Attack

> The defender then rolls 1 D6 and adds their respective bonuses (including the number of masts from any ships docked and a +1 for a Settlement. If a Fort is on the defender's island, he/she rolls 2D6 instead of 1D6 and chooses the highest roll. A fort also gives a +1 bonus, in addition to a bonus equal to the number of flags remaining.

-Damage

> The loser then removes that many points in military (either in Masts, Flags or local militia points). That combat is paused until the next turn.

-Collateral

> For each unique crew Character involved with the fighting; roll a D6. On a "6" that character is killed and removed from the game. "Captain" Characters add a +1 to the die rolls. (MAX, no matter how many captains are involved this bonus is still a +1!)

At the end of this combat phase, if there are still enemies at the island, the attacker may choose to "Withdraw" or "Press the Attack". To withdraw, combat ends, the attacker takes 1 more casualty and the ship(s) leave the island 1 S length AWAY from the island.

BUILDING NEW SHIPS:
When a player wishes to purchase a new ship, they must first pay for it and then make sure they have a level 3 settlement or their home base. To buy a new ship, assemble the hull and 1 mast and place it at the Home island or an island with a Level 3 Settlement. Each turn thereafter during step 2 of the End Of Turn Phase add another mast until the ship is completed. (It is possible to take an incomplete ship out to sea, but is rather ill advised.)

ACQUIRING/REPAIRING of SHIPS:
If a ship is rendered derelict it may be towed to any island by any faction and repaired at the normal rate. When the ship is repaired it is now controlled by the player who recovered it.
Unlike the regular Pirates game, it takes resources to repair ships, this cost is 1 gold per mast.

This publication is compiled with scenarios found on the Net, created by various authors.
This publication is meant as both a tribute to the authors, and the Pirates game.