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Game:	MERCHANTS & MARAUDERS	v1.2
Pub:	©2010 Z-Man Games	
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.		

MERCHANTS & MARAUDERS

Setup

Shuffle all card decks and place them facedown near the board.

Randomly place one **Demand token** faceup in each sea zone (except the *Caribbean Sea*), on one of the 2 square areas close to each port. The remaining tokens are put into a facedown pile. Randomly place a **Ship Modification token** facedown in the second square area of each sea zone (except the *Caribbean Sea*). Randomly place one **Merchant token**, nationality side down, in each sea zone (including the *Caribbean Sea*).

Draw 2 **Mission cards**, read them aloud and place each on the board in the sea zone listed on the card.

Place a cube from each player on number 0 of the **Glorious Point track** and place 5 brown cubes near the **Enemy table**.


Each player takes a **player board**, chooses a color and takes their 6 cubes and miniatures, and a chest for stashed gold.

Secretly draw a **Captain** from the Captain card deck. Place a ship in your hand: either a **Sloop** (highly maneuverable and good for piracy) or a **Flute** (vulnerable, capable merchant vessel). All players then simultaneously reveal their Captain and ship.

Take a **Ship card** for your chosen ship and place it and your Captain card on your player board. Place your chosen ship miniature on the board in the home port of your Captain.

Draw a **Glorious card** and take **10 gold**. Place a cube each **Hit Location**, matching the values on your ship card. **Hull** and **Masts** correspond to **Toughness**, while the other locations match the names of the ship card values.

Take all the player's Captain cards and draw one to determine the **starting player**; turns proceed clockwise from that player and this turn order is stays the same throughout the game.

Skill Checks: Roll dice equal to your Captain's appropriate skill value. To be successful you must roll at least one  icon.

Turn Sequence

1. Draw Event Card

Draw an **Event card**. If the card has any NPC icons at the top, these are resolved first. Then read the text aloud and resolve its effect. Put the card in a discard pile unless stated otherwise.

2. Player Actions (in turn order)

Players perform their actions, starting with the first player and proceeding clockwise. On your turn you may perform up to **3 Actions** from among the following (you may combine actions):


Move

Use the **move** action to move your ship between adjacent sea zones or to and from ports (place it on the port). Each separate move equals an action. All ship types move the same.

Scout

Use the **scout** action to try to find and attack a ship in your sea zone. Announce which of the following you are scouting for:

- A **Player Captain** in the same sea zone (not in port)
- An **NPC** in the same sea zone
- A **Merchant** (Merchant token) in the same sea zone

Roll your Captain's **Scouting**  skill. If successful, you find the ship you scouted for and a **battle** takes place. You may not scout for the same target twice during the same turn. However, you may scout for another target in the same sea zone, or move to another sea zone and scout if you have enough actions.

Port

When you are in a port you may (*once per turn*) take the **port action** to do any number of the following:

Sell Goods (must be your first port activity)

Buy Goods

Visit Shipyard

Recruit

Acquire a Rumor

Claim a Mission

Stash Gold (home port only)

If you wish to **Sell Goods** then this must be your first activity; other activities may be performed in any order desired. An activity can only be performed once, and must be completed before a new one can be made.

Sell Goods

Declare which of your **goods (Cargo cards)** you wish to sell. All goods can be sold for the price of **3 gold per card**. However, the good in **demand** (shown on the Demand token next to the port) can be sold for 6 gold. Sold Cargo cards are placed faceup in the Cargo card discard pile.

When you sell the good in demand, randomly replace the Demand token with a new one from the pool. After changing the token you cannot sell any more goods that turn.

Buy Goods

Draw the top **6 Cargo cards** and keep them to yourself. Discard any cards featuring the good in demand and draw new ones to replace them. The cards you have drawn (there are 8 different types) are the goods available to you this turn.

The base price per Cargo card is 3 gold. If you draw 2 of the same good, the price for that good drops from 3 to 2 gold per card. If you draw 3 or more cards of the same good, you can get that good for just 1 gold per card.

Select which cards you wish to buy, pay their cost, and put them facedown on your player board. If you buy any goods at a reduced price verify your reduced price to another player, who may not disclose this information. Put the cards you don't buy in the discard pile faceup.

If you discard old cargo to make room for newly bought cargo, also discard them faceup. When the Cargo deck runs out, shuffle it thoroughly and place it facedown.

If you buy goods in the same port 2 turns in a row, you only draw 3 Cargo cards.

You may hold a maximum of 6 Cargo cards in port.

Visit Shipyard

At the **shipyard** you can buy **repairs, special weapons** and **ship modifications**. You can also buy a new ship and sell your old one.

Buy/Sell Ships: You must sell your old ship when buying a new one. Modify the sales price by +1 gold per ship modification, and -1 gold per point of damage (disregarding damage to **Crew**). If you sell a ship with ship modifications, these now re-enter the game.

When you buy a new ship you bring the **Crew** from your old ship.

The **Man-o-War** cannot be bought nor sold.

Buy Special Weapons: Special weapons can be bought in any port for 3 gold per token. You can only have one token of each special weapon, but all 3 if you wish.

Repair: You can repair damage to your ship for a price of 2 gold per point of damage. This includes damage to all locations except for **Crew** which must be recruited.

Buy Ship Modification: The only ship modification that can be bought in a given port is the one represented by its **Ship Modification token**. Facedown tokens are revealed in a port right after the port action is taken.


When you buy a ship modification take the token and place it on your player board on the corresponding area. The port now no longer sells any ship modifications.

You cannot buy more than one of each of the same type of ship modification. You can only transfer ship modifications from ship to ship in *St. John*.


Most of the combat related ship modifications do not have an effect during Merchant Raids, but only during Player vs. Player or NPC battles.

When a player ship with ship modifications is sunk, sold or discarded, the player owning the ship must immediately distribute the ship modification tokens randomly, facedown, in any ports he chooses currently without ship modifications.

Recruit

On a successful **Leadership**  roll you can fill up your **Crew**. If the roll fails, Crew may be recruited for 2 gold each. Your Crew can never exceed the Crew value of your ship.

Acquire a Rumor

Pay 2 gold and roll your **Influence**  skill. If successful, draw one **Rumor card** and place it facedown on your player board.

You may only have one Rumor at a time; if you get another, choose which to keep and shuffle the other back into the deck.

When taking the action on a Rumor, roll the skill required. If you fail, the rumor was false; discard the card. If successful you obtain what was promised and then discard the card unless stated otherwise.

When a rumor is found to be true and its effect has been resolved, you get a **Glorious point** and a **Glorious card**.

Claim A Mission

At the top of every **Mission card** is listed:

Earn: The amount of gold or other benefits you can earn.

Req: Requirements to claim the mission.

Location: The port where you can claim the mission. If you attempt to take a mission but fail, then unless stated otherwise it stays in play. A new attempt to take the mission (or another in the same port) can be made next turn during a new port action.

When you have claimed a mission, put it faceup on your player board, then draw a new mission from the Missions deck and place the new mission at the location listed. You can only have one at a time, but can discard one upon claiming a new one.

Completing a mission earns you a **Glorious point** and a **Glorious card**.

Stash Gold

In your home port you may stash all or part of the gold you have on your ship by placing it in your stash container. **Every 10 gold you stash secretly counts as 1 Glorious point**.

Declare to the other players when you stash gold, but not how much. The total amount of gold you have stashed through the game is secret. The only time you must let the other players see your stashed gold is when you declare you have 10 Glorious points.

When you are in your home port you may freely spend gold from your stash or move it onto your ship.

Merchant Raids


Merchant Tokens

Merchant tokens can be engaged and plundered. As merchants are raided the tokens are placed facedown on the Merchant track. If the track contains 8 Merchant tokens at the beginning of a turn (prior to drawing an Event Card), then blindly distribute them facedown so that each sea zone again has one.

If you successfully **scout** for a merchant, remove the Merchant token from the sea zone and reveal the nation on its flip side. You then decide whether the nationality of the merchant is that on the token, or of the sea zone you are in. You may then choose to engage the merchant, or let it sail away (the token is still placed on the Merchant track).

Merchant Raids

You can only perform a **Merchant Raid** if none of your ship's hit locations are destroyed (reduced to 0). Perform these steps:

- Draw 3 Cargo cards and place them faceup in front of you.
- Roll your Captain's **Seamanship** .
- One at a time, you may use each success to draw an additional card or discard a card or exchange a card.

After rolling your **Seamanship** skill you may spend one or more of any type of **Special Weapons token** to convert a failed die into a success.

You may draw an additional card, and then use another success to discard or exchange the newly drawn card. Both discarded and exchanged cards go in the Cargo card discard pile; ignore them.

Determine if the raid was successful by referring to the icons in the lower right corner of the remaining cards:



Hit: Each icon inflicts a point of damage to your ship, to the location listed. If your **Hull** is destroyed your ship sinks and your Captain dies. If any other location is destroyed the raid fails, and further hits to a destroyed location are transferred to your ship's hull.



Escape: If the final number of escape icons equals or exceeds your ship's **Maneuverability**, the merchant escaped (hits from hit icons are still applied).

If the merchant did not escape or destroy one of your hit locations, your raid was successful. On each of the remaining cards the number between 1 and 5 is the **Plunder value** and equals the amount of gold you raid. You may also keep any of the remaining Cargo cards you have room for.

Successfully plundering a merchant for 12+ gold earns you a **Glorious point** and a **Glorious card**.

Bounties and Rewards

Put a **Bounty token** on the Bounty track on your player board immediately after:

- Starting combat with a non-pirate ship (includes merchant raids)
- Defeating a Naval ship (sinking it or winning crew combat)

The Bounty token should always match the nation violated. Place a nation's Bounty token on the number on the track corresponding to the total number of Bounties you have from that nation.

The maximum amount of Bounties you can have from any single nation is 5 (the maximum number on the track).

Bounties are usually permanent, but some cards allow you to be pardoned. When you reduce a nation's Bounty to 0 you may remove that nation's Bounty token from your player board and play as if you never had a Bounty from that nation.

Effects Of Bounties

You cannot usually enter ports belonging to the nations you are wanted by. However, you can always enter your **home port**, and **Port Royal** allows you to enter for a small fee or **Influence** roll.

Wanted by the Authorities: Naval ships will attack you.

Pirate Truce: NPC pirate ships will no longer attack you.

Worth a Lot of Gold: The amount of Bounties you have from one nation indicates how much gold that nation is willing to pay for your head (5 gold per bounty). The more Bounties you have the more attractive it is for the other players to hunt you down.

Rewards

After defeating a pirate player you can immediately claim **5 gold per Bounty** from one of those nations (you cannot get a reward from a nation that has a bounty on your head, or which your nation is at war with).

Defeating an NPC pirate Sloop earns you 5 gold and defeating an NPC pirate Frigate earns you 15 gold. Only non-pirates can claim such a reward.

Glory Cards

The object of the game is to gain 10 Glory points.

Take a Glory card whenever you get a Glory point, for:

- Defeating a player or NPC (surviving and winning naval or crew combat)
- Selling 3+ Cargo cards at a port where the goods sold are 'in demand'.
- Plundering 12+ gold in a Merchant Raid
- Completing a Mission
- Finding a Rumor to be true
- Buying a Galleon or Frigate (only once per Captain)

You may have only 4 Glory cards. You may still draw a fifth card and decide which card to discard (but cannot play a card until you've decided which 4 cards to keep).

Unless stated otherwise on the card, you can play Glory cards freely during your turn, except during combat (when only cards meant for combat can be played).

To play a card that can be played during another player's turn, announce it when the card says it must be played (without revealing it). Other players may then announce if they also wish to play cards. Players place their announced cards in front of them and they are resolved in turn order, starting with the current player. You may decline to play your announced card once it's your turn, but you must reveal the card you intended to play.

Specialists



There are 8 types of Specialists: Carpenters, Gunner Captains, Master Gunners, Surgeons, Lookouts, Masters-at-Arms, Pursers and Sailing Masters.

On each Specialist Glory card is listed what you need to do or pay in order to hire them. Once hired, place the card faceup on your player board. You may employ any number of Specialists, but only one of the same type.

Non-Player Captains (NPCs)

NPCs are Captains and ships not belonging to any player. They can be either Naval ships or Pirate ships and are present on the board as plastic miniatures.

NPCs are brought into play by Event cards; place a drawn card faceup on a designated board area and place an NPC ship in the designated sea zone at the end of the turn.

Place a Naval token below each brown Naval ship to tell them apart. There can only be one Naval ship from each nation in play at a time, and at most 2 pirates (the Sloop and the Frigate).

If you draw an Event card of a ship already in play, at the end of the turn place that card on top of the old one and move the miniature to the sea zone of the new card. If the new Captain dies, he is replaced by the card below it and the miniature is moved back to that Captain's home port (at the end of the turn). If there are 2 cards below it, randomly draw one of them to determine who the replacement will be.

Hunt Priority

NPCs will scout for, and move towards, player Captains living up to a set of criteria called **Hunt Priority**.

NPCs are hostile towards any player Captain living up to one or more of its hunt priorities.

Naval Ships hunt for:

- Player Captains with a Bounty from the Naval ship's nation.
- Player Captains with Bounties from other nations.
- If At War:** Player Captains of enemy nationality.

Pirate Ships hunt for:

- Non-Pirate Captains with gold on board.
- Non-Pirate Captains with cargo on board.
- Non-Pirate Captains with no cargo or gold.

Scouting

Hostile NPCs will scout for a target player immediately if one of the following occurs:

- The player moves into the sea zone of a hostile NPC (including moving from port out to sea).
- The player starts his turn at sea in the same sea zone as a hostile NPC.

If the NPC succeeds its *Scouting* roll a battle ensues. If the NPC survives, all its damage is repaired upon its next battle.

The *Scouting* skill of Naval captains has an icon next to it which indicates that the captain's *Scouting* skill is either the value listed or a value equal to how many matching Bounty tokens the target has—which ever is the highest.

All NPCs can share sea zones. However, NPC pirates in the same sea zone as any Naval ships will not scout for players; 2 Man-o-Wars in the same sea zone do not scout for players; and if multiple hostile NPCs in the same sea zone find the same player, determine the order in which battles take place by shuffling the NPC Event cards in question and drawing them in random order.

NPC Movement

Some Event cards have 3 NPC icons which activate specific NPCs and move them in the order they are listed on the card (if they are present on the board). Each NPC will move in the direction listed on its icon: **North, South, East, West**.

Sea zone borders have directional letters printed on them. If an NPC cannot move in the direction printed on the card, it will move clockwise to the next available sea zone.

An NPC will ignore a directional letter if it is in the same or adjacent sea zone as a player living up to one or more of its Hunt Priorities. Instead it will move (or stay) so that it ends up in the sea zone of the targeted player.

If several players within reach fulfill a NPC's Hunt Priorities, it will move to the sea zone with the player Captain living up the most to its 1st priority. If tied, move to the 2nd priority, and then the 3rd. If two players tie on all criteria, determine randomly who is targeted by draw of Captain cards.

NPC Ships in Combat

NPCs in combat are controlled by another player with an interest in doing his best to secure victory. If there is a choice, the player to the left of the player fighting the NPC controls it.

The player can freely control the NPC, with only one exception: The *Free* action may not be chosen unless the NPC has less Cannons or Crew than the player Captain it is up against.

In *The Enemy!* area on the board, place a brown cube on the track of each hit location so that it corresponds to the NPC ship. NPC ships not sunk or defeated are replenished once combat has ended.

Combat

Naval Combat

1. Declaration

Combat is over several rounds until a Captain loses or escapes. Each round declare the combat action you wish to perform (the aggressor—the Captain that engaged the battle—starts).

On the first round, **shoot** is the only available action. On subsequent rounds choose one of the following actions:

- Shoot:** Try to hit the enemy ship with cannon-fire.
- Board:** Try to board the enemy ship.
- Flee:** Try to escape from the battle.

2. Seamanship Contest

Each player rolls his Captain's *Seamanship* skill. Resolve ties by adding up the numbers on the dice that did not come up as successes. If still tied, proceed to the next round (after inflicting cannon hits, if any).

Add 1 die to a Captain's *Seamanship* skill if his ship has a Maneuverability 2 or more higher than the enemy ship.

3. Action

The Captain who rolls the most successes out-maneuvers his opponent and may perform his selected action. If no Captains get any successes, no one wins—proceed to the next round.

Win, tie or lose refers to the *Seamanship* contest roll:

- Shoot Win:** Inflict a hit with all your Cannons.
- Tie or Loss:** Inflict a hit with each die that came up a success (up to the number of Cannons on your ship).
- Board Win:** You board the enemy ship: Naval combat ends. Cannon hits, if any, are applied before you board. Proceed to Crew combat unless your ship is sunk (you die), or you lose your last Crew (in which case the Naval battle continues).
- Flee Win:** If your opponent made no successes, then you escape the battle and combat ends.

Hit Locations & Damage

Roll a die for each cannon that hits its target. All locations except Hull have a number: when that number is rolled, the location is hit. For every X rolled, the target decides which of the 5 locations is hit (unless the attacker is using any Special Weapons). Inflict the 'number' hits first and then the X hits.

A hit location cube is moved down one step for each hit received. When a cube is moved below 1, the cube is removed and the location is **destroyed**. Further hits to destroyed locations go directly to the ship's Hull.

Hull: If destroyed, your ship sinks. You lose the battle and your Captain dies.

Cargo: Each point of damage means your ship can carry one less Cargo card. Cargo cards in excess of your cargo capacity are randomly removed.

Masts: If destroyed, you only roll one die during *Seamanship* contests and can only select the **shoot** action.

Crew: If destroyed, you can't select the **board** action and automatically lose Crew combat once it begins.

Cannons: You inflict one less hit for each point of damage. If destroyed, you can't inflict any cannon hits.

If you survive combat with destroyed hit locations, you may still move around on the board. However, if you are engaged again you are still subject to the effects of any destroyed hit locations. Additionally, you cannot make any Merchant Raids with destroyed locations.

Hits inflicted by 2 players the same round are inflicted simultaneously. A player therefore may inflict hits even if sunk, or if he/she loses any cannons.

Crew Combat

Crew combat takes place immediately after one player boards another (or due to some rumors or missions).

Every round both Captains roll their *Leadership* skill simultaneously. Each success inflicts a hit to the enemy crew. The maximum amount of hits you can inflict in a round is equal to how many Crew you have (prior to rolling).

Captains who lose all their Crew lose the battle, die, and the winner may **plunder** the ship.

If both Captains lose their last Crew the same round, the battle is won by the Captain who made the most successes. Resolve ties by adding up numbers on the dice that did not come up as successes. If still tied, combat ends with no winner.

Glory Cards in Combat

Player Captains in battles may play Glory cards with combat effects stated on the card. If the opponent is another player, he too may then declare he wishes to play a card with a similar timing. Cards are then resolved (aggressor's card first). Then, if no new cards with similar timing are declared, the battle continues.

Special Weapons

You may have only one of each Special Weapon token.



Grappling Hooks

After a *Seamanship* contest where you choose to **board**, you may discard to re-roll any number of your dice.

Chain-shots & Grapeshots

Discard either one of these tokens after rolling hit locations:



Chain-shot: Each X inflicts a hit to your enemy's Masts. Hits to a destroyed Masts location are never transferred to Hull in a round where you used chain-shots.



Grapeshot: Each X inflicts a hit to your enemy's Crew. Hits to a destroyed Crew location are never transferred to Hull in a round where you used grapeshots.

Plunder

Plundering Player Captains If you defeat a player in Crew combat (regardless of who initiated the boarding), you may take the player's gold on board, Glory cards, Cargo cards, Rumor card, special weapons, ship, and specialists. Any employed specialists can be transferred to your ship at no cost. Discard any specialists you can't (or don't want to) employ. If the player was a pirate, you get a reward based on how many bounties the defeated player had. Any Mission card the player has is discarded.

Plundering Naval Ships When you win Crew combat against a Naval ship (no matter who initiated the boarding) draw 3 Cargo cards and get an amount of gold equal to the Plunder value on the drawn cards. Randomly discard a Cargo card for each hit the Naval ship took to its cargo. The remaining goods are yours to keep, and you may also keep the ship if you wish.

Plundering NPC Pirates The Pirate frigate and sloop have no cargo or gold onboard. However, if you are a non-Pirate and you defeat a Pirate ship (sink it or win Crew combat), you get a reward: 5 gold for defeating a Sloop and 15 gold for defeating a Frigate.

Claiming Ships When you win a boarding battle over an NPC or player, you may discard your current ship and claim the one you fought. You may transfer crew, cargo, special weapons, gold and all your cards freely to the new ship, but ship modifications cannot be transferred.

Dying & Retirement

If your Captain **dies**, discard your Captain, your cards, your ship, your possessions on the ship (Special Weapons, cargo, gold), and your Bounty tokens.

Draw a new Captain and continue on your next turn. Keep the number of Glory points you have and any gold you have stashed (now located in the home port of your new Captain).

Follow the setup instructions; however if there is a pirate NPC located in the sea zone of the Captain you drew, you may draw another. You only receive 10 gold from the game if you have no gold stashed, otherwise if you have less than 10 the game supplies you with the remaining gold up to 10.

Retirement

You may **retire** your Captain before performing any actions if you start your turn in a port. On your next turn, go through the same steps as when dying and start with a new Captain.

Winning

The first player to gain 10 Glory points declares this and the game ends after everyone has had their turn. If several players reach 10 in the same turn, the player with the most points wins; on a tie, the one with the largest stash wins.

The game ends immediately if there are no more Event cards at the beginning of a turn or a Captain dies and there are none left to draw. The player the with the most Glory points wins.

MERCHANTS & MARAUDERS

Winning

The object of the game is to gain 10 Glory points.

The game ends immediately if there are no more Event cards at the beginning of a turn or a Captain dies and there are none left to draw. The player the with the most Glory points wins.

Turn Sequence

If the Merchant track contains 8 Merchant tokens, blindly distribute one facedown to each sea zone.

1. Draw Event Card

Resolve any NPC icons, then the card text.

2. Player Actions (in turn order)

On your turn you may perform 3 Actions:

Move your ship between adjacent sea zones or to and from ports. Each move equals an action.

Scout for:

- A **Player Captain** in the same sea zone (not in port)
- An **NPC** in the same sea zone
- A **Merchant** (Merchant token) in the same sea zone

Roll your Captain's **Scouting** skill. On a success you find the ship and a **battle** takes place. You may not scout for the same target twice during the same turn.

Port

When you are in a port you may (*once per turn*):

Sell Goods (*must be your first port activity*)

Sell **Cargo cards** for **3 gold per card**. In **demand** goods can be sold for 6 gold. Replace the Demand token (you cannot sell any more goods that turn).

Buy Goods

Draw **6 Cargo cards** (3 if you buy in the same port 2 turns in a row). Discard and replace any featuring the good in demand.

Base price per Cargo card is 3 gold. If you draw 2 of the same good, the price is 2 gold per card; if you draw 3 or more of the same good, the price is 1 gold per card.

Select and pay for the cards you wish to buy. You may hold a maximum of 6 Cargo cards in port.

Visit Shipyard

	Buy	Sell
Sloop	10	5
Flute	10	5
Frigate	35	10
Galleon	35	10
Repairs (per point of damage)	2	-
Ship Modification (cannot sell separately)	3	1
Special Weapons (per token)	3	1

Buy/Sell Ships: Sell your old ship when buying a new one. Modify the sales price by +1 gold per ship modification, and -1 gold per point of damage (not Crew damage). If you sell a ship with ship modifications, these re-enter the game.

When you buy a new ship, bring the **Crew** from your old ship. The **Man-o-War** cannot be bought nor sold.

Buy Special Weapons: You can only have one token of each.

Repair: Repairs damage to all locations except **Crew**.

Buy Ship Modification: The only ship modification that can be bought in a given port is the one represented by its **Ship Modification token** (revealed after the port action is taken).

When you buy it the port no longer sells any modifications. You cannot buy more than one of each of the same type.

Recruit

On a successful **Leadership** roll fill up your **Crew**. If the roll fails, Crew may be recruited for 2 gold each. Your Crew can never exceed the Crew value of your ship.

Acquire a Rumor

Pay 2 gold and roll your **Influence** skill. If successful, draw 1 **Rumor card**. You may only have one at a time.

Claim A Mission

Attempt to claim a Mission at your current port. If you succeed, take the card then draw a new one and place it at the location listed. You may only have one at a time.

Stash Gold

Home port only: Stash or spend in your stash container, or move gold onto your ship from it.

Hunt Priority

Naval Ships hunt for:

- Player Captains with a Bounty from the Naval ship's nation.
- Player Captains with Bounties from other nations.
- If At War:** Player Captains of enemy nationality.

Pirate Ships hunt for:

- Non-Pirate Captains with gold on board.
- Non-Pirate Captains with cargo on board.
- Non-Pirate Captains with no cargo or gold.

Merchant Raids

If you successfully **scout** for a merchant, reveal the token's nation, then decide whether its nationality is that, or of the sea zone you are in. You may then engage the merchant, or let it sail away (the token is always placed on the Merchant track).

Merchant Raids

You can only raid if none of your ship's locations are destroyed.

- Draw 3 Cargo cards faceup in front of you.
- Roll your Captain's **Seamanship**.
- One at a time, you may use each success to draw an additional card or discard a card or exchange a card.

You may spend one or more of any type of **Special Weapons token** to convert a failed die into a success.

Hit: Each icon inflicts 1 damage to your ship. A destroyed **Hull** means your ship sinks and your Captain dies. If any other location is destroyed the raid fails; further hits to the location are Hull hits.

Escape: If the final number of escape icons equals or exceeds your ship's **Maneuverability**, the merchant escaped (hits are still applied).

If the merchant did not escape or destroy one of your hit locations, your raid was successful. On each of the remaining cards the the **Plunder value** is the gold you raid. You also keep any of the remaining Cargo cards you have room for.

MERCHANTS & MARAUDERS

Winning

The object of the game is to gain 10 Glory points.

The game ends immediately if there are no more Event cards at the beginning of a turn or a Captain dies and there are none left to draw. The player the with the most Glory points wins.

Turn Sequence

If the Merchant track contains 8 Merchant tokens, blindly distribute one facedown to each sea zone.

1. Draw Event Card

Resolve any NPC icons, then the card text.

2. Player Actions (in turn order)

On your turn you may perform 3 Actions:

Move your ship between adjacent sea zones or to and from ports. Each move equals an action.

Scout for:

- A **Player Captain** in the same sea zone (not in port)
- An **NPC** in the same sea zone
- A **Merchant** (Merchant token) in the same sea zone

Roll your Captain's **Scouting** skill. On a success you find the ship and a **battle** takes place. You may not scout for the same target twice during the same turn.

Port

When you are in a port you may (*once per turn*):

Sell Goods (*must be your first port activity*)

Sell **Cargo cards** for **3 gold per card**. In **demand** goods can be sold for 6 gold. Replace the Demand token (you cannot sell any more goods that turn).

Buy Goods

Draw **6 Cargo cards** (3 if you buy in the same port 2 turns in a row). Discard and replace any featuring the good in demand.

Base price per Cargo card is 3 gold. If you draw 2 of the same good, the price is 2 gold per card; if you draw 3 or more of the same good, the price is 1 gold per card.

Select and pay for the cards you wish to buy. You may hold a maximum of 6 Cargo cards in port.

Visit Shipyard

	Buy	Sell
Sloop	10	5
Flute	10	5
Frigate	35	10
Galleon	35	10
Repairs (per point of damage)	2	-
Ship Modification (cannot sell separately)	3	1
Special Weapons (per token)	3	1

Buy/Sell Ships: Sell your old ship when buying a new one. Modify the sales price by +1 gold per ship modification, and -1 gold per point of damage (not Crew damage). If you sell a ship with ship modifications, these re-enter the game.

When you buy a new ship, bring the **Crew** from your old ship. The **Man-o-War** cannot be bought nor sold.

Buy Special Weapons: You can only have one token of each.

Repair: Repairs damage to all locations except **Crew**.

Buy Ship Modification: The only ship modification that can be bought in a given port is the one represented by its **Ship Modification token** (revealed after the port action is taken).

When you buy it the port no longer sells any modifications. You cannot buy more than one of each of the same type.

Recruit

On a successful **Leadership** roll fill up your **Crew**. If the roll fails, Crew may be recruited for 2 gold each. Your Crew can never exceed the Crew value of your ship.

Acquire a Rumor

Pay 2 gold and roll your **Influence** skill. If successful, draw 1 **Rumor card**. You may only have one at a time.

Claim A Mission

Attempt to claim a Mission at your current port. If you succeed, take the card then draw a new one and place it at the location listed. You may only have one at a time.

Stash Gold

Home port only: Stash or spend in your stash container, or move gold onto your ship from it.

Hunt Priority

Naval Ships hunt for:

- Player Captains with a Bounty from the Naval ship's nation.
- Player Captains with Bounties from other nations.
- If At War:** Player Captains of enemy nationality.

Pirate Ships hunt for:

- Non-Pirate Captains with gold on board.
- Non-Pirate Captains with cargo on board.
- Non-Pirate Captains with no cargo or gold.

Merchant Raids

If you successfully **scout** for a merchant, reveal the token's nation, then decide whether its nationality is that, or of the sea zone you are in. You may then engage the merchant, or let it sail away (the token is always placed on the Merchant track).

Merchant Raids

You can only raid if none of your ship's locations are destroyed.

- Draw 3 Cargo cards faceup in front of you.
- Roll your Captain's **Seamanship**.
- One at a time, you may use each success to draw an additional card or discard a card or exchange a card.

You may spend one or more of any type of **Special Weapons token** to convert a failed die into a success.

Hit: Each icon inflicts 1 damage to your ship. A destroyed **Hull** means your ship sinks and your Captain dies. If any other location is destroyed the raid fails; further hits to the location are Hull hits.

Escape: If the final number of escape icons equals or exceeds your ship's **Maneuverability**, the merchant escaped (hits are still applied).

If the merchant did not escape or destroy one of your hit locations, your raid was successful. On each of the remaining cards the the **Plunder value** is the gold you raid. You also keep any of the remaining Cargo cards you have room for.

Plunder

Plundering Player Captains If you defeat a player in Crew combat (regardless of who initiated boarding), you may take the player's gold on board, Glory cards, Cargo cards, Rumor card, special weapons, ship, and specialists. If he was a pirate, take a reward based on how many bounties the defeated player had. Any Mission card the player has is discarded.

Plundering Naval Ships When you win Crew combat against a Naval ship (no matter who initiated the boarding), you may take the player's gold on board, Glory cards, Cargo cards, Rumor card, and get gold equal to the Plunder value on the cards. Randomly discard a Cargo card for each hit the Naval ship took to its cargo. You may keep remaining goods, and the ship.

Plundering NPC Pirates The pirate frigate and sloop have no cargo or gold. However, if you are a non-pirate and you defeat a pirate ship (sink it or win Crew combat), you get 5 gold for defeating a Sloop and 15 gold for defeating a Frigate.

Glory Points

Take a **Glory card** whenever you get a **Glory point**, for:

- Defeating a player or NPC (surviving and winning naval or crew combat)
- Selling 3+ Cargo cards at a port where the goods sold are 'in demand'.
- Plundering 12+ gold in a Merchant Raid
- Completing a Mission
- Finding a Rumor to be true
- Buying a Galleon or Frigate (only once per Captain)

Every 10 gold stashed counts as a **Glory point** (up to 5 points in a 10 point game).

You may have only 4 **Glory cards**. Unless stated otherwise, you can play them freely during your turn, except during combat.

You may employ only one of each type of Specialist.

Bounties and Rewards

Take a **Bounty token** immediately after:

- Starting combat with a non-pirate ship (incl. merchant raids)
- Defeating a Naval ship (sinking it or winning crew combat)

Combat

Naval Combat

1. Declaration

Each round Captains declare a combat action (aggressor first): **shoot**, **board** or **flee**. On the first round, **shoot** is the only available action.

2. Seamanship Contest

Roll *Seamanship* skill. **Add 1 die to a Captain if his ship has a Maneuverability 2 or more higher than his opponent's.**

3. Action

The Captain who rolls the most successes may perform his selected action. If no Captains get any successes, no one wins—proceed to the next round.

Win, tie or lose refers to the *Seamanship* contest roll:

Shoot Win: Inflict a hit with all your Cannons.

Tie or Loss: Inflict a hit with each die that came up a success (up to the number of Cannons on your ship).

Board Win: Naval combat ends. Any Cannon hits are applied before you board. Proceed to Crew combat.

Flee Win: If your opponent made no successes, you escape the battle and combat ends.

Hit Locations & Damage

Roll a die for each cannon that hits to determine the location. For every die rolled, the target decides which of the locations is hit (unless Special Weapons were used). Inflict the 'number' hits first and then the die hits.

Further hits to destroyed locations go directly to the Hull.

Hull: If destroyed, your ship sinks. You lose; Captain dies.

Cargo: Each point of damage means your ship can carry one less Cargo card. Cargo cards in excess of your cargo capacity are randomly removed.

Masts: If destroyed, you only roll one die during *Seamanship* contests and can only select the **shoot** action.

Crew: If destroyed, you can't select the **board** action and automatically lose Crew combat once it begins.

Cannons: You inflict one less hit for each point of damage. If destroyed, you can't inflict any cannon hits.

Crew Combat

Each round both Captains roll their *Leadership* skill simultaneously. Each success inflicts a hit to the enemy crew. The maximum amount of hits you can inflict in a round is equal to how many Crew you have (prior to rolling).

Captains who lose all their Crew lose the battle, die, and the winner may **plunder** the ship.

Special Weapons



Grappling Hooks

After a *Seamanship* contest where you choose to **board**, discard to re-roll any number of your dice.

Chain-shots & Grapeshots

Discard after rolling hit locations:



Chain-shot: Each die inflicts a hit to your enemy's Masts. Hits to a destroyed Masts location are never transferred to Hull in a round where you used this.



Grapeshot: Each die inflicts a hit to your enemy's Crew. Hits to a destroyed Crew location are never transferred to Hull in a round where you used this.

Ship Modifications



Extra Hammocks: Add +1 to the ship's Crew value (the extra crew must be recruited). Crew can never exceed 5.



Advanced Rigs & Sails: Add +1 to the ship's Maneuverability value.



Reinforced Hull: Flip token to absorb 1 point of damage to any hit location. Repair the token for 3 gold in any port to refresh its ability.



Extended Cargo Hold: Add +1 to the ship's Cargo value. Move your Cargo hit location cube up one step. Cargo can never exceed 5.



Chasers: Flipped token to inflict a hit after your or an opponent declares the Flee action. Flip it faceup after combat has ended.



Extra Cannon Port: Add +1 to the ship's Cannons value. Move your Cannons hit location cube up one step. Cannons can never exceed 5.



Swivel Guns: Just prior to Crew combat (at sea) roll 2 dice. Inflict one hit to enemy Crew on one or more successes. It does not matter who initiated boarding.



Long Guns: Prior to the first round of Naval combat, roll a die for each of your Cannons. Inflict a hit for each success. Chain and grape shots cannot be used.

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MERCHANTS & MARAUDERS

NPC Ship Movement

Some Event cards activate and move specific NPCs in the order they are listed on the card. Each NPC will move in the direction listed on its icon: North, South, East, West. If an NPC cannot move in the direction printed on the card, it moves clockwise to the next available sea zone.

An NPC will ignore a directional letter if it is in the same or adjacent sea zone as a player living up to one or more of its Hunt Priorities and will instead move (or stay) so that it ends up in the sea zone of the targeted player.



- Move the **French** Naval ship.
- Move the **Spanish** Naval ship.
- Move the **Dutch** Naval ship.
- Move the **English** Naval ship.
- Move the **Pirate** Sloop.
- Move the **Pirate** Frigate.

Plunder

Plundering Player Captains

If you defeat a player in Crew combat (regardless of who initiated the boarding), you *may* take the player's:

- Gold on board
- Glory cards
- Cargo cards
- Rumor card
- Special Weapons
- Ship
- Specialists

If the player was a pirate, you can immediately claim **5 gold per Bounty** from one of the nations that has a bounty on him (not from a nation that has a bounty on your head, or which your nation is at war with).

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When you win Crew combat against a Naval ship (no matter who initiated the boarding) you:

- Draw 3 Cargo cards and get an amount of gold equal to the Plunder value on the drawn cards.
- Randomly discard a Cargo card for each hit the Naval ship took to its cargo. The remaining goods are yours to keep.
- Keep the ship if you wish.

Plundering NPC Pirates

The Pirate frigate and sloop have no cargo or gold on board. However, if you are a non-Pirate and you defeat a Pirate ship (sink it or win Crew combat), you get a reward:

5 gold for defeating a Sloop; 15 gold for defeating a Frigate.

Ports

You cannot usually enter ports belonging to the nations you are wanted by. However, you can always enter your **home port**, and **Port Royal** allows you to enter for a small fee or *Influence* roll.



Basse-Terre

French Naval ships may re-roll their *Seamanship* ⚓ rolls.



Bridgetown

Frigates, Galleons & Man-o-Wars take a hit to their Hull when entering port, unless a successful *Seamanship* ⚓ roll is made.



Caracas

Draw 8 Cargo cards.



Cartagena

Buy 3 or more goods to get one for free.
Merchant Raid: No *Scouting* roll required if you wish to find a Spanish merchant.



Curaçao

Rumor rolls cost no gold.
Galleons & Frigates cost 30 gold.



Havana

Non-Pirates can sell goods in demand for 7 gold.
Merchant Raid: If you raid a Spanish merchant you draw a fourth card and keep it if it has a hit.



Nassau

The starting price to buy/sell goods is 2 gold.
Naval ships must roll *Scouting* twice and succeed both rolls to find a player.



Old Providence

Captains with a Spanish bounty can:
– Buy Special Weapons for 1 gold
– Get free repairs.



Petite Goave

Pirates cannot recruit/repair here.
Non-Pirates can recruit/repair at no cost.



Port Royal

Pirates can recruit at no cost.
Pirates with an English bounty may enter after paying 2 gold or succeeding an *Influence* 🎲 roll.



San Juan

Merchant Raid: Get a +3 Plunder value total when ransoming Spanish merchants.



Santo Domingo

When buying goods, you may pay 1 gold one time to re-draw all 6 Cargo cards.



St John

Ship Modifications cost 1 gold.
You may transfer Ship Modifications to a new ship bought here, for 1 gold per modification.



St. Maarten

Gold Courier: stash here for a 5 gold fee.
Draw 7 Cargo cards (8 if Dutch).



Tortuga

Pirates here are 'invisible' to all French Naval ships, unless they have a French bounty.
NPC Pirates never *Scout* for French Captains.



Trinidad

All Captains in this sea zone are 'invisible' to all Naval ships.

MERCHANTS & MARAUDERS

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