

INTRODUCTION

Pirates of the Spanish Main™ is a Constructible Strategy Game (CSG), in which the objective is to build fleets of ships and crew to sail the seas in search of plunder! The game consists of the original set and multiple expansions:

Pirates of the Spanish Main™ is the original set, and includes Spanish, English, and Pirates

Pirates of the Crimson Coast™ is the first expansion, and added the French, schooners, and Forts.

Pirates of the Revolutions™ is the second expansion, adding Americans, more schooner types, Galleys, and fire.

Pirates of the Barbary Coast™ is the third expansion, which added the Barbary Corsairs, more galley types and Junks.

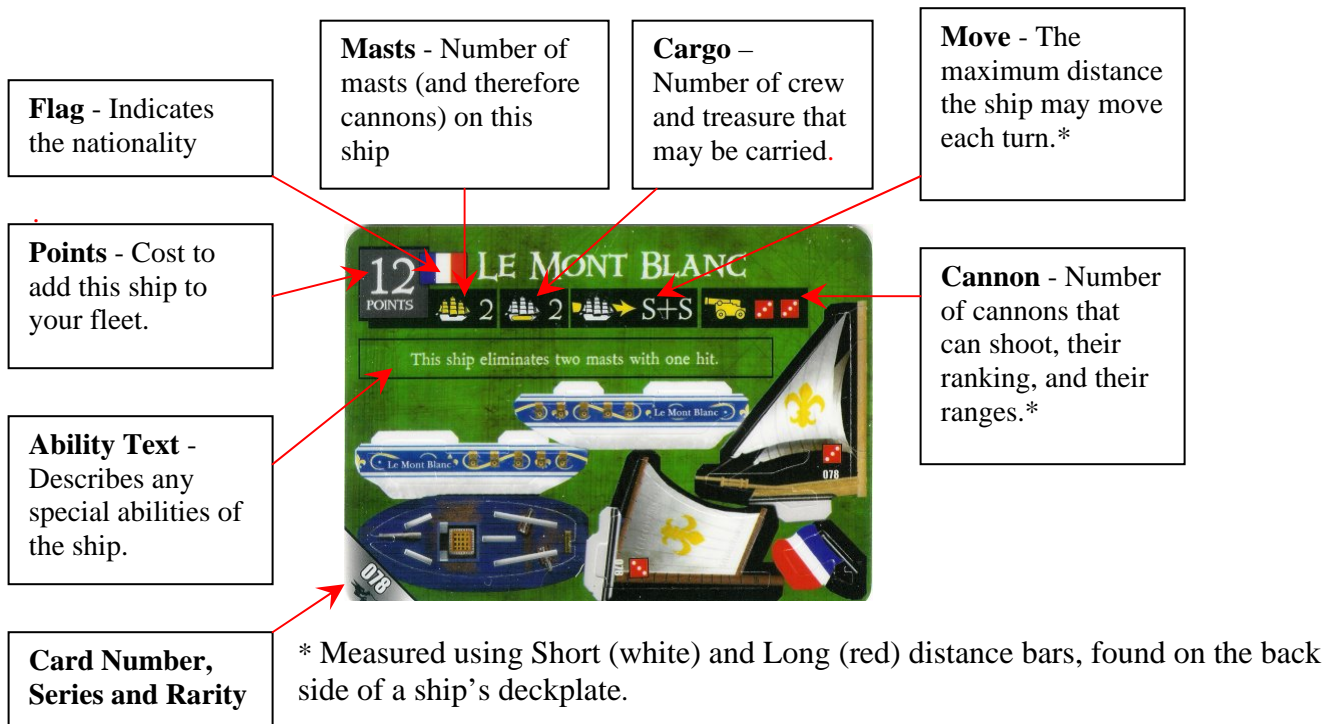
Pirates of the South China Seas™ is the fourth expansion, adding the Jade Rebellion, Junks, and Turtle Ships.

Pirates of Davy Jones' Curse™ is the fifth expansion, and the Cursed, Sea Monsters and transparent game pieces.

Pirates of the Mysterious Isles™ will be an extension of Davy Jones' Curse

DECKPLATE

A ship's deckplate is printed with all the information about that ship that is needed during game play.



GLOSSARY

Ability: Any bonus effect that a ship, crew, fort, or unique treasure can use during the game. All abilities are printed directly on the front side of a ship's deckplate, a fort's baseplate, and a crew or unique treasure's card. Keywords are a type of ability that refers to a passage in the rulebook for the actual ability text.

Beginning of your turn: The period of time between the end of your opponent's turn but before any actions are given to any member of your fleet. Multiple different "beginning of your turn" effects may occur on the same turn.

Bow: The front of a ship. It begins where the front of the ship's hull touches the playing surface and extends forward (including any masts, sails, etc.)

Cargo: Any object or item that can be loaded, unloaded, or carried by a ship. Most (but not all) take up one of the ship's cargo spaces. Crew and treasure are the most common types of cargo.

Crew or Crewmember: A token, representing a person or a group of people, that may be used to add special abilities to your fleet. Crew are a type of cargo, and always take up one space unless an ability states otherwise.

D6: A 6-sided die, with the numbers 1 through 6 printed on its faces.

Derelict: A ship that has no sails or masts. Due to some abilities, a derelict may still be able to move.

Dock or Docked: A condition that occurs when the bow of a ship is touching an island. Some abilities or situations may prevent docking, even if physical contact is made between the ship and an island.

Eliminate: To kill or destroy a game object using some game effect. Some game effects may prevent elimination, and others may allow certain game pieces to remain in play or return to play even after they have been eliminated.

End of your turn: The period of time after all actions have been given to any members of your fleet, but before the beginning of your opponent's turn. Multiple different "end of your turn" effects can occur on the same turn.

Events: Tokens that may be purchased when creating a fleet. Each event's card has text which explains what it does and when it can be played.

Firemast: A special type of mast that replaces a standard mast, usually due to the use of a Firepot Specialist. Firemasts have their own specific rules, and do not follow any of the rules for standard masts.

Flavor Text: Text found on the backside of a ship's deckplate, a fort's baseplate, or a crewmember's card that provides descriptive information, history, or a story about the item. Flavor text has no effect on gameplay.

Fort: An armed stronghold that can be purchased and built on a wild island during a game, providing players a place to store gold.

Gold: The commodity of choice among pirates and the sea-faring nations of the world. During the game, players compete to collect the most gold.

Home Island: The island at which an individual player's fleet begins the game. Each player in a game has their own home island.

Hull: The body of a ship. It includes both sideplates and the deckplate(s) of a ship, but not the masts, sails, oars, flags or streamers.

Island: Bodies of land surrounded by water. Islands are placed on the play area during setup, and are designated as home islands or wild islands.

Keyword: An ability that a card has. It refers to the keyword section of the rules because there was insufficient space to print the entire ability text directly on the card itself.

L-distance or L-range: A length equal to the red bar found on the back of a ship's deckplate. May also be indicated by a red square.

Link: A special rule effect that adds cargo space to a ship when two or more specific crew, or a crew and a ship are used together.

Mast: The sail pieces that are included with each ship and are attached vertically to the ship's deckplate(s). Each mast is printed with a die representing a cannon; when a mast is eliminated that cannon is also eliminated.

Movement Bar: A **red (Long)** or **white (Short)** line found on the backside of a ship's deckplate that determines the maximum distance the ship may move with an individual movement segment. Also called a Range Bar.

Oars: Pieces attached directly to the sideplates of a ship that represent oarsmen permanently stationed aboard the ship. Oars can be found on Galleys and Turtle Ships.

Oars Ability: Another name for the movement ability provided by an Oarsman crewmember.

Pin or Pinned: A condition that occurs when the bow of a ship is touching an enemy ship. Some abilities or situations may prevent pinning, even if physical contact is made between two ships.

Port: Left, or the left side of a ship.

Range Bar: A **red (Long)** or **white (Short)** line found on the backside of a ship's deckplate that determines the maximum distances at which each of a ship's cannons may shoot, or the maximum distance at which some abilities may affect their target. Also called a Movement Bar.

Remove from the game: Take a game object out of play using some game effect, without necessarily eliminating it. Objects cannot be put back into play after being removed from the game, unless a game effect specifically allows it.

Round: The period of time in which each player takes one turn.

Rules: All text that is found in the rulebook, except for the Keyword abilities and the abilities of basic crew.

S-distance or S-range: A length equal to the white bar found on the back of a ship's deckplate. May also be indicated by a white square.

Scuttle: A method of sinking a ship. A derelict ship may voluntarily attempt a scuttle to prevent it or its cargo from being captured by an enemy, or a ship may be forced to scuttle because it has only firemasts remaining. All cargo on a scuttled ship is removed from the game, instead of following the normal rules for sinking.

Ship: A vessel, often utilizing masts and sails, that is used to explore dangerous waters, collect treasure, and engage in sea battles.

Sideplates: The horizontal pieces of a ship's hull that connect directly to the deckplate.

Stack: To combine the effects of two or more different abilities. Identical abilities cannot be stacked.

Starboard: Right, or the right side of a ship.

Stern: The rear of a ship.

Stern-turn: A game effect provided by the Galley and Schooner keyword abilities that allows a ship to rotate up to 360° (degrees) on its stern.

Streamer: Small, multicolored pieces included in groups of three on the deckplate cards of many ships. They are generally used to designate similar looking ships in your own fleet or between opposing players, or to mark islands "explored". The use of streamers is optional.

Terrain: Obstacles that are placed on the playing area at the beginning of the game, after placing islands. There are three different types with their own unique rules and effects: Reefs, Fog Banks, and Sargasso Seas.

Transfer: The process of loading or unloading cargo on a ship to or from an island or another ship.

Treasure: Gold or silver tokens that are evenly distributed to all the wild islands at the start of the game. Some are worth gold, while others have special abilities that affect your ships, crew, or even other treasures. Players discover and fight over treasure during the course of a game.

Turn: The period of time in which an individual player may give actions to members of their own fleet. Most actions can only be performed on your own turn, however some abilities may be used during an opponent's turn as well. Each player gets one turn per round.

Turtle shell panels: Armored plates located above the deckplate of a turtle ship. The **Turtle Ship** keyword describes how they affect gameplay.









Unique Treasure (UT): A specific type of treasure that has a picture and a name instead of a printed gold value. Each UT has its own individual ability.

Wild Island: An island that contains treasure at the beginning of a game.

Wreck: A ship that has sunk due to damage taken from a Reef. A wrecked ship is indicated by removing one sideplate and placing it back on the Reef where it completed its last movement segment. It remains in play and can be explored by other ships, but cannot be given any actions, cannot use any abilities, and cannot be rammed, boarded, or shot.

CREATING A FLEET

Each ship and crew has a point cost and belongs to one of eight nations:

	 PIRATES		 AMERICAN
 ENGLISH		 FRENCH	
	 JADE REBELLION		 BARBARY CORSAIRS
 SPANISH		 THE CURSED	

To create a fleet, determine the build total at which you will play your game. We recommend a game with a 40-point build total; that is, choose ships, crew, and events (crew and events are optional) with a combined point cost up to 40 points. Each part of the fleet must be unique except generic crew. Forts do not count towards this build total and forts are not required to match the nationality of any ship in your fleet. Any build total may be chosen as long as both fleets use the same build total. Each ship must fly its nationality's flag from its stern (rear of the ship); players may build mixed-nationality fleets.

CHOOSING EVENTS

Events are special cards you purchase when building your fleet. The point cost of each event counts toward the game's build total, and each event is printed with ability text explaining when and how to play it. Events are not necessarily assigned to ships during setup.

SETUP

The game can be played on any tabletop or other flat surface. Each player rolls a d6 (reroll ties). The player who rolls the highest result is the first player; the other is the second player.

PLACING ISLANDS

For a 40-point game, players must use six islands. If you don't have enough islands, use similarly sized and shaped objects to represent them and make up the difference. Starting with the first player, players take turns placing an island on the play area. Islands must be placed at least 3 L bars from each other, but not more than 6 L bars from the nearest island.

PLACING TERRAIN

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

CHOOSING HOME ISLANDS

The second player chooses which island will be the home island of the first player. The first player places his or her ships so that their bows (fronts of the ships) touch that island. The first player then chooses a different island to be the second player's home island, and that player places his or her ships so that their bows touch that island. The remaining islands are called wild islands.

PLACING CREW

If you have chosen crew, put them face down either on your home island or on the deckplate card of the ship to which you assign them. Each crew counts as cargo and therefore takes up one cargo space on a ship. No matter what a ship's cargo capacity, it cannot carry crew with a combined point cost higher than the ship's point cost.

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

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

The following are the basic crew types, each with their own special ability:

- **Cannoneer** (2 pts): Once per turn, one of this ship's cannons may shoot again if it misses.
- **Captain** (3 pts): This ship may move and then immediately shoot (before taking any free actions) using the same move action.
- **Chainshot Specialist** (2 pts): Once per turn when this ship is given a shoot action, one of her cannons may shoot chainshot at a target within S of her. You must declare which cannon before rolling the D6. If the chainshot hits, do not eliminate a mast; instead, the target may not move next turn.
- **Explorer** (1 pt): This ship may dock and explore a wild island using the same move action.
- **Firepot Specialist** (2 pts): Once per turn when this ship is given a shoot action, one of her cannons may shoot firepot at a target within S of her. Declare which cannon will shoot the firepot before rolling the D6. If it hits, the target's controller replaces one of its masts with a fire mast. At the beginning of every turn, roll a d6 for each fire mast. On a result of 6, remove the fire mast; on a 1-3 the ship's controller replaces another of her masts. When a ship has only fire masts, she must be scuttled on her next turn. When a ship docks at her home island or a fort, remove all fire masts as a free action.
- **Helmsman** (2 pts): This ship gets +S to her base move.
- **Musketeer** (3 pts): This ship gains one S 3 cannon that may not have its range or cannon roll increased. It can shoot from any mast (even an eliminated mast).
- **Oarsman** (1 pt): If derelict, this ship may be given a move action with a base move of S. This crew takes up no cargo space.
- **Shipwright** (2 pts): This ship may repair at sea or while docked at any island.
- **Smokepot Specialist** (3 pts.) Once per turn when this ship is given a shoot action, you may declare that one of her cannons is shooting a smokepot instead of a cannon; you do not need to target a ship. Simply place the center of a fog bank within S of this ship; it may not touch an island or any ship docked at an island. Remove the fog bank at the beginning of your next turn.
- **Stinkpot Specialist** (2 pts): Once per turn when this ship is given a shoot action, one of her cannons may shoot stinkpot at a target within S of her. You must declare which cannon will shoot the stinkpot before rolling the D6. If the stinkpot hits, do not eliminate a mast; instead, the target's crew cannot use their abilities on the target's next turn.

PLACING TREASURE

Each treasure coin is printed with a number indicating how much gold it is worth. For a 40-point game, each player should contribute eight treasure coins totaling 15 gold points. Shuffle this treasure with the numbers face down, and then randomly distribute four coins to each wild island.

Unique treasure. Some treasure is unique. A player cannot contribute more than one unique treasure with the same name to the total treasure contributed to the game. At the beginning of the game, each unique treasure is worth 0 gold. A unique treasure's value may change later in the game, depending on its ability text. Players can insert unique treasure into the treasure that is randomly sorted and placed on islands. If you contribute unique treasure, however, the rest of the treasure you contribute must still total 15 gold points (for a 40-point game).

RULES OF THE HIGH SEAS

Here are some game concepts important to the Pirates rules:

- Six-sided dice are abbreviated "d6."
- Ability text (found on the fronts of cards) supersedes these rules; that is, abilities are meant to be exceptions to these rules. The only rules never superseded are that a cannon die roll result of 1 always misses and friendly abilities cannot eliminate or cancel 0-point crew. **Friendly house rule: ships may not be given more than two standard actions in a turn.**
- Flavor text (found on the backs of cards) has no bearing on game play; it is there merely to tell part of the game's story. Reference a card's ability text to see what it can do in the game.
- Two sources of the same ability text on a ship (such as from the ship and a crew, or from one crew and another crew) do not stack; that is, you may use that ability on that ship only once each turn.
- The bow of a ship is a zone at the front of the ship. It begins where the front of the ship actually touches the table and extends forward (including any masts, mastheads, etc.).
- The values printed on the deckplate are the base values for the ship.
- Game effects or abilities that say 'eliminate a mast' or 'eliminate X masts' do not sink ships. A 'hit' from a cannon, or some other effect that specifically refers to sinking is required to sink a ship."

Play with good sportsmanship and have fun!

BEGIN PLAY

The first player takes the first turn and is able to give one of four actions (move, explore, shoot, or repair) to each of his or her ships. You may give actions only to ships in your fleet.

ACTIONS

There are two different types of actions in Pirates CSG, Non-Free and Free.

Non-Free Actions, also referred to as Standard actions, are the four basic action types described under "Playing the Game" in the Illustrated Quick-start rules:

- A) Move
- B) Explore
- C) Attack (Shoot)
- D) Repair

Normally a ship can only be given one standard action per turn; however, some abilities allow you to give your ship an extra action, the same action twice, or two actions in a turn. These additional actions are also considered standard actions. **Friendly House Rule: No matter how many additional action abilities you may have, a ship can never be given more than two standard, non-free actions in a single turn.**

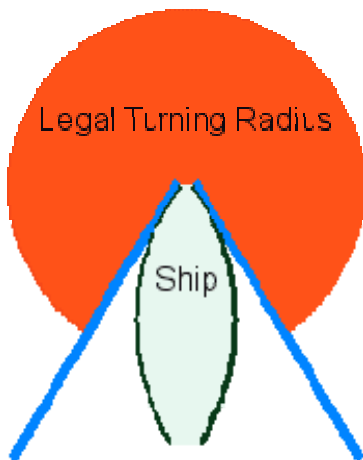
Free action. Unless a game effect specifically requires one of the four actions, that effect is a free action. Free Actions are the actions that occur because of a primary action, because of ship's location or status, or because of an ability. Free actions happen automatically and immediately. Some free actions allow you to do the same things as standard actions, but they do not count against the number of standard actions a ship can be given in a turn. There is no limit to the number of free actions that can be given to a ship in a turn; however, most do require certain conditions to occur before they can be given. If an ability allows you to perform a free action as part of another action, such as "move and shoot as part of the same move action", the first action must be a standard action; you cannot apply a free action to another free action, unless specifically stated in the rules or ability text.

MOVING

Each ship can move a certain distance. No die roll is required. If a ship's base move is L+S, she can move up to one L length plus one S length. Not all ships move this fast. Your ship might have a movement of S or S+S or L. These letters indicate how many Long or Short lengths of a card your ship can move each action. Be sure to measure bow-to-bow when you're moving, and be sure to end your movement at the bow. A ship cannot move through an island or another ship. If a ship has a combination move, such as L + S, you may choose to move her either L or S first, though she may change direction only at the start of each measurement, including the first. If a ship ends a movement segment touching another ship or an island, she must stop at the point the touching would first occur, even if she could move farther that action.

A ship cannot move to touch more than one thing at a time. Even if the ship model appears to be physically touching two or more other game pieces after moving, its controller must choose which one (and only one) the ship is touching.

Turning The blue lines represent the measurement bars (S or L)



Step 1: Place the movement bar so that one end touches the BOW of the ship at the front-most point where it touches the waterline (playing area). All ships will have two spots where the bow touches the playing area, so you can pick either one. Usually, the one on the side closest to the direction you wish to turn is preferable.

Step 2: Rotate the OTHER end of the movement bar to any angle you want, as long as it doesn't go under the ship. In the picture, the blue bars show the MAXIMUM angle to either direction that the movement bar can be placed, but you can turn the bar to any angle within the partial circle marked "Legal turning radius".

Step 3: Pick up the ship, and place it on the movement bar so that it is pointing in the same direction as the bar. The bow of the ship's new position should be pointed directly away from where the bow was previously located. The ship can be placed at any point on that bar UP TO the full length of the movement bar.

Derelict. A ship is derelict (cannot move) if she has no masts. A derelict may be given only explore or repair actions. A derelict can still carry treasure and crew. If a derelict ship is hit, she sinks.

The following game functions may be performed using a move action or as the result of a move action:

Dock If a ship ends her movement with her bow touching an island, she is docked. You cannot dock at an opponent's home island. As a free action, a ship docked at an island may drop off and board crew, or transfer crew to and from another ship docked at the same island. You may leave an island by using a move action.

Unloading Cargo. When you dock at your home island, you must unload all treasure worth gold points. Turn them over—they're yours! This is a free action.

Cargo may not be voluntarily eliminated or removed from the game. If at any time during the game your ship exceeds her cargo capacity or crew point limit, she must immediately unload cargo until the limit is no longer exceeded. If she is docked at an island or is touching a friendly ship, you may first unload crew and then unload treasure to match her cargo. If she is not docked at an island or touching another friendly ship, any cargo exceeding the limit is removed from the game.

Ram After a ship resolves a move action, if any part of her bow physically touches any part of an enemy ship, you can ram that ship as a free action. Roll one d6; if the result is higher than the number of masts remaining on the enemy ship, the enemy ship's player must choose and eliminate (remove from the game) one mast from that ship. Unless the enemy ship becomes derelict from being rammed, the ramming ship automatically becomes pinned. Ships cannot ram each other while they are pinned. Ramming cannot sink an enemy ship.

Pin. A ship is pinned when her bow is in contact with any part of an enemy ship. The pinned ship can't move until the other ship moves away or is derelict. Pinning may result simply by moving a ship into contact with the bow of an enemy ship.

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

Tow Ships may only tow one other ship at a time. At anytime, within a turn, after a ship is given a move action, if any part of her is touching the bow of any derelict, she can tow that derelict as a free action. As a free action, move the derelict so that her bow touches the stern of the towing ship. The towed ship and any crew and treasure on that ship become part of the towing player's fleet. The base move of the towing ship becomes S; the towed ship moves with the towing ship as a free action. When the towing ship docks, dock the towed ship at the same island as a free action.

You may release a towed ship at any time.

EXPLORING

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

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

Unique Treasure (UT) Any ability a face-up unique treasure has comes into play immediately as a free action. When multiple UT is revealed, the abilities come to play concurrently.

Unless the Unique Treasure ability states otherwise:

- Unique Treasures (UTs) must be loaded and revealed when found.
- UTs cannot be transferred to other ships or unloaded at an island.
- UTs take up no cargo space.
- If a ship sinks or is scuttled, all UTs onboard are removed from the game.
- UTs that may be loaded face-down are treated as standard treasure until revealed. They take up one cargo space, may be transferred between ships, and may be affected by any actions or abilities that target treasure, until revealed.

-UT abilities that cause the loss of a ship's turn/action take effect at the beginning of the following turn, and apply only to turns on which the ship can be legally given actions (i.e. your own turn). The loss of a turn/action applies to all possible actions that could be given to a ship, including free actions and extra actions. Abilities present on the ship may still be used normally unless they generate, modify, or apply to actions for the ship.

-If the ability of a UT cannot be carried out in full due to an ability on the ship or due to the "no stacking rule", it has no effect until conditions change to allow the entire ability to function.

-If a UT modifies the gold value of a treasure it retains that modified value for the duration of the game.

You may also explore any derelict or allied ship that your ship touches, which allows you to transfer crew and treasure between ships.

SHOOTING

The color of the square on each mast is the range. If a mast's die is red, use the L bar to measure its cannon's range; if white, use the S bar. If you're within range, you can shoot that cannon.

When a cannon shoots, draw an invisible "line of fire" from the associated mast's center point at deck level to any part of the target. While looking down from above the shooting mast, check if this line crosses through your own ship's masts or sails, any island, or other ships (other than the target the line is being drawn to); if it does, then the shot cannot be made. You cannot shoot at ships docked at their home islands, and you cannot shoot at a member of your own fleet.

The number on each mast is its cannon rank. When you shoot, you must roll higher than this number to hit. Roll the dice once for each cannon in range, and compare the result to the rank of that cannon. An attack action allows you to shoot all of a ship's cannons that are in range of a target.

A die roll result of 1 automatically misses.

When you hit an enemy ship, your opponent has to remove one mast, but he or she gets to choose which one. If a ship is hit, but there are no more masts to remove, that ship is sunk.

Fire mast. At the beginning of every turn, roll a d6 for each fire mast. On a result of 6, remove the fire mast; on a 1-3 the ship's controller replaces another of her masts. When a ship has only fire masts, she must be scuttled on her next turn; this is not optional, and no die roll *attempt* occurs. When a ship docks at her home island or a fort, remove all fire masts as a free action. When a mast is removed or replaced by a fire mast, that cannon may no longer shoot, but still allows movement.

Sinking a ship with treasure on her. Add together all the gold on the sunken ship and divide the value equally between the ship's controller and the player who sank the ship. If the total gold cannot be divided equally, the player who sank the ship gets the greater amount. Place treasure you gain in this way on your home island as a free action. Unique treasure is removed from the game when it sinks.

Sinking a ship with crew on her. Crew on a sunken ship are removed from the game.

SCUTTLE

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

REPAIRING

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

KEYWORDS

A keyword represents an ability a card has. If a card has a keyword, it appears in bold on the front of the card. When playing that card, follow the rules of that keyword in addition to any other ability text the card might have.

- **Black Mark.** This crew may start the game as if it belongs to the Cursed nation instead of its nation. If it does, place it face up on the ship to which it is assigned; that ship is considered to fly the Cursed flag instead of the flag of her nation. If placed face up in this way, this crew's point cost is increased by 1.
- **Broadsides Attack.** When a ship with this keyword is given a shoot action, you may choose to reduce each of her cannons to range and shoot at only one target. Roll only one six-sided die; the result must be higher than each cannon's rank. If it is, all cannons hit, and the ship also gets one extra hit. No other offensive or defensive abilities may apply to this action.
- **Fear.** For each target enemy ship within S of this ship at the beginning of this ship's turn, roll a d6. On a result of 5, none of the target's ship or crew abilities may be used this turn. On a 6, the target's base speed is S on her next turn.
- **Galley.** A ship with this keyword cannot pin or be pinned. If this ship rams, she cannot eliminate a mast from the rammed ship. As a free action, this ship may rotate on her stern (the rear of the ship) in any direction after she completes a move action. If derelict, this ship may move S.
- **Ghost Ship.** If a ship has this keyword, or a crew aboard a ship has this keyword, decide if the ship is ghostly at the beginning of each of your turns. If ghostly, the ship gains the following abilities: She ignores islands, terrain, and other ships when moving; she may not end a move with any part of her physically overlapping an island or another ship; she may not be rammed or pinned; and she may not dock. A ship that is ghostly cannot be affected by any rules or abilities that require it to be in direct physical contact with another ship, island or terrain. Rules and abilities that have a range or an area of effect will affect Ghost Ships normally, as if they were not ghostly.
- **Junk.** This ship's masts do not block her line of fire.
- **Limit.** You may have only one card with this keyword in your fleet.
- **Marine.** A crew with this keyword may be dropped off on any island (except on an opponent's home island). Whether on a ship or an island, it may be given its own shoot action each turn, just like a ship; it has a -rank gun. Opposing players may target this crew with shoot actions only if it is on an island, but it must be hit twice in the same turn in order to be eliminated—a single hit has no effect. Unlike other abilities, the Marine ability does stack. For example, if two crew with Marine are assigned to the same ship, they may both use it on the same turn. The line of fire to (or from) a marine may be drawn from (or to) any point on the ship or island where the marine is stationed.
- **Ransom.** If a crew with this keyword is transferred to an enemy ship, it becomes treasure worth 5 gold to the capturer. If eliminated by an opposing player, it becomes treasure worth 1 gold to that player and appears on that player's home island as a free action. If eliminated by the effect of a unique treasure, it is worth no gold.
- **Sea Monster.** A game piece with this keyword is made up of segments that act as masts in the game. These segments come in many different forms, such as tentacles, coils, heads, tails, and so on. A sea monster may be given only move and shoot actions. A sea monster's movement is measured from the white dot on its base or the edge of its base nearest the tentacles. A sea monster cannot be assigned crew. Before each turn, a sea monster's controller decides if it is submerged or on the surface. If submerged, a sea monster may only move—not shoot or be shot at. If it is on the surface, it acts like a ship with the following modifications. A sea monster pins a ship if it rams any part of the ship; it cannot be pinned. After winning a boarding party, a sea monster cannot choose to take crew. If it chooses to take a unique treasure, eliminate that treasure. A sea monster cannot tow. A sea monster cannot be assigned crew. A sea monster is eliminated immediately if it has no segments.
- **Schooner.** As a free action, a ship with this keyword may rotate on her stern (the rear of the ship) in any direction after she completes a move action. She may not use this ability if she has just rammed another ship.
- **Turtle Ship.** When this ship is hit, remove one of her turtle shell panels. When no panels remain, remove masts as normal. This ship cannot be boarded if she has turtle shell panels. If derelict, this ship gains a base move of S.

FORTS

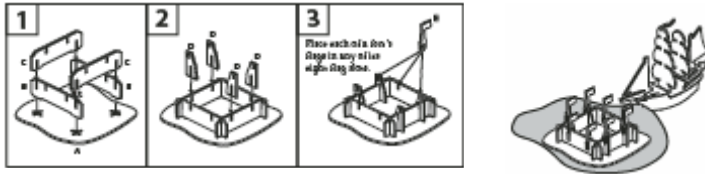
Forts are printed on two cards and are assembled like ships. Fort flags represent cannons, and you can customize a fort by placing flags on either its corners or walls. Use only the number of cannons equal to the number of dice printed on the base. Forts are not placed during setup; rather, they are purchased and built during the game on wild islands you have explored. An island may have only one fort on it at a time. Islands with forts are not considered wild.



Building Forts

To build a fort, the following three conditions must be met:

- You must have the fort in your Pirates collection.
- You must have an amount of gold points on your home island equal to or greater than the fort's gold point cost.
- You must have a ship docked at a wild island you have explored in order to build a fort there. The nationality of the ship does not have to match the nationality of the fort.



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

Treasure. If there is any face-down treasure on the island where the fort is built, move that treasure inside of the assembled fort; it is now yours. You may use a ship to load treasure from a fort and move it to another fort or to your home island, but a fort must always have a number of gold points inside of it equal to or greater than its gold point cost. All gold in a fort counts toward victory.

Shooting. Forts may be given only shoot actions. Shooting with fort cannons is just like shooting with ship cannons; use the indicated ranges and ranks on the flags and measure distance from the flags. Lines of fire drawn from forts are not blocked by other ships or islands.

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

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

TERRAIN TYPES

The following terrain types have many effects on game play, such as blocking line of fire, hindering movement, and damaging ships.

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

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

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

For example, if a 3-masted ship sails over a reef with a rating of 4, no masts are eliminated. If a 4-masted ship sails over a reef with a rating of 2, two masts are eliminated. If the reef rating and number of masts are the same, no masts are eliminated. If a ship ends her movement partially on a reef, she does not have to roll to see if masts are eliminated when she moves off of the reef.

If a ship takes more damage than the number of masts remaining as a result of sailing over a reef, she is wrecked and remains on the reef; a wreck blocks movement and lines of fire. To signify that a ship is a wreck, remove one of her hull pieces. This will cause the ship to "lean" onto the reef and look like she is wrecked there. Any crew or treasure on a wreck remains on the wreck, and wrecks may be explored.

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

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

If a ship is tangled, you may use her action for the turn to try to free her. Roll one d6 and add the current number of masts on the tangled ship to the result. If the result is more than 6, the ship is untangled. Orient the ship in any direction, with her stern touching any edge of the Sargasso Sea. She may be given a move action to move normally next turn.

ENDING THE GAME

When 30 minutes have elapsed, time will be called by the Privateer running the event. At this point, the player acting finishes his or her turn. If that player was the first player, then play continues until the player to the first player's right finishes his or her turn as well.

The game is over if any one of the following conditions is met:

- Official time has expired & players have finished their last turn,
- A player has more than half of the starting gold total on their home island,
- At the start of any turn if any player no longer has the possibility of giving future move actions to any of their ships,
- All gold is on the players' home islands.

WINNING THE GAME

The first player to get more than half of the starting treasure (measured in gold points) to his or her home island wins the game! In the event of a tie, the player that removed the most masts wins. After the game, return any ships that changed fleets (such as if a player towed a derelict belonging to another player back to his or her home island) during the game to their owners.

Keeping treasure won. As an optional rule, the winning player may permanently keep all the treasure used in the game except for the treasure located on the home island of the other player.

Now that you've built a fleet and played the complete Pirates game, go to www.wizkidsgames.com to view a photo gallery of all the ships and game pieces. While there, you can view our how-to-play animations, find stores in your area, learn how to host Pirates league nights, print out fun scenarios to play at home (including playing with more than two players), chat with other fans, and find out more about future Pirates releases and promotions.

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