



The Pirate Code

(Errata and Clarifications – December 2016)

Changes, updates, and additions in this edition are indicated in **GREEN**.

NOTE: This edition of The Pirate Code is technically considered “unofficial” because the original WizKids Games ceased to exist in November of 2008 and this game line ended with it. However, all new rulings, clarifications, and changes included within reflect updates that would have been made had the company and the game continued, so for all other intents and purposes this can be treated as an official document.

CARD CORRECTIONS AND MISPRINTS

General Rules for Misprints:

-Discrepancies: If there is a discrepancy in any game-relevant statistics or abilities between the deckplate card, the masts, a published check-off sheet, an online gallery, or any other source, *the physical, printed deckplate card is always considered correct*, except when noted otherwise in this document.

-Mismatched Cannons: The cannons shown on a deckplate card typically correspond to the cannons shown on the masts of a ship in a left-to-right, front-to-back arrangement. However, if all cannons shown on the deckplate match the cannons on the masts but their order is different, the masts take priority (example: **3S-3S-3L** vs. **3S-3L-3S**). If one or more cannons cannot be matched in any order, the deckplate takes priority (example: **2S-3S-4S** vs. **3S-4L-4S**)

-Mismatched Generic Crew: If the name printed on a crew token does not match the image shown on the token and/or does not correspond to the ability text on the card, the name on the token takes priority. Refer to a correctly-matched copy of the crew card for its point cost and ability text, if necessary.

-Incorrect Rarities: Some ships have incorrect rarities indicated on their cards, but that has no effect on gameplay so they will not receive errata. *Refer to the Useful Lists section for a rarity guide.*

Calico Cat (RF-056): This crewmember’s point cost is 3.

“Cannonball” Gallows (MI-042a): This crewmember has the **Ransom** keyword in addition to its printed abilities, and a point cost of 0 (zero).

Coleoptera (MI-029): Due to an artwork error the name *Nautilus* appears on this ship’s hull. However, the collector numbers and cannons shown are correct for this ship so it should be played “as-is”. If both submarines are in play at the same time, to help distinguish them it is recommended that you swap the two main vertical hull components of Coleoptera so that the black (back) sides are visible instead of the colored sides.

Doctor Urbano Javier (CC-062a): This crewmember’s complete ability text should read: “When another face-up crew on this ship would be eliminated, turn it facedown instead.” (**Doctor ability**)

Duel (SCS-084b): This event's complete ability text should read: *"Reveal this event at the beginning of one of your turns. Choose one of your crew and one enemy crew. For each chosen crew, roll a d6 and add the result to the crew's point cost. The crew with the lowest result is removed from the game. In case of a tie, remove both crew from the game. Then remove **Duel** from the game."*

Duque Marcus Vaccaro (BC-072): This crewmember's point cost is 0 (zero).

Exploding Shot (FS-109): This equipment's point cost is 3. The *Limited Edition* Exploding Shot (FS-215) is correct as printed (1 point).

Firepot Specialist (Various): Replace the portion of text describing fire masts with the following: *"If a ship has a fire mast, before she is given an action roll a d6 for each fire mast on her. On a result of 5 or 6, remove the fire mast; on a 1 or 2, replace another of her masts with a fire mast. 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 of her fire masts as a free action."*

Ghost Wind (CC-215): This crewmember's point cost is 2.

Hanno (MI-210) and **Phlegyas** (MI-211): These two ships should have the **Galley** keyword in addition to their printed abilities.

HMS Obsidian Sun (MI-213): This ship has the **Turtle Ship** keyword in addition to its printed abilities, and its nationality is *English*.

Huginn (FN-005): This ship's complete ability text should read: *"**Longship**. On the turn this ship rams, eliminate one crew from the enemy ship."*

Julius Caesar (R-078) and **Pride** (R-004): The complete ability text for these two ships should read: *"**Schooner. BroadSides Attack**."* Certain printings included additional text in the ability box that should be ignored.

Nancy Nox (MI-033): This ship's complete ability text should read: *"If this ship wins a boarding party, she may take as much treasure from the other ship as she wants, up to her available cargo space."*

Park (DPotC-024b): This crewmember's complete ability text should read: *"If any crew on this ship with point cost 4 or less would be eliminated, eliminate this crew instead."*

Phlegyas (MI-211): This ship should have the **Galley** keyword in addition to its printed abilities.

Polaris (FN-300): This ship's nationality is *Viking*, not *Cursed*.

Scrye the Explorer (PP-375): This crewmember has the **Explorer** keyword and a point cost of 1.

Silver Explorer (RF-071, RF-090): This crewmember has the **Explorer** keyword in addition to its printed ability.

Smokepot Shot (FS-105): This equipment's point cost is 3. The *Limited Edition* Smokepot Shot (FS-219) is correct as printed (1 point).

Smokepot Specialist (Various): This crewmember's point cost is 3. *(Some versions incorrectly show a cost of 2.)*

Grendel (FN-009), **Fortune** (PotC-035), **Satisfaction** (PotC-036), **San Esteban** (RF-034), **Le Jaguar** (RF-035), **Saratoga** (RF-036): These ships have an incorrect value shown for their number of masts. Refer to their physical models for the correct number.

GENERAL RULES QUESTIONS AND TERMINOLOGY

Assignment

-Assignment refers to both the act of placing or loading cargo onto a ship and to the constant state of being carried by that ship.

Beginning of a Turn or End of a Turn

-The beginning and end of a turn are single points in time where multiple abilities and effects can occur. Unless specified by the ability or in this document, the player whose turn it is may choose the order in which they are resolved. Only one “*beginning of turn*” **Event** token may be revealed per turn.

Bow

-The bow of a ship or submarine is everything in front of and including the forward-most points where its hull touches the playing surface or its baseplate. Sea creatures and flotillas do not have bows, but sea monsters do have a point that is considered the front for movement purposes.

Cargo

-All crew, equipment, and treasures (*including unique treasures*) are considered cargo, even if they take up no space.
-Cargo cannot be voluntarily eliminated or removed from the game unless an ability or action specifically allows it.
-If an illegal situation requires the removal of cargo, you must remove crew and/or equipment before treasure.

“Come About”

-The “come about” was a game mechanism that allowed a ship to be rotated exactly 180° instead of moving. It was officially removed in the *Pirates of the Barbary Coast* edition of the rulebook, and should no longer be used in Organized Play events or any other standard games.

Derelict, Sunk, and Wrecked

-A ship is considered “derelict” when all of its masts have been removed. A derelict cannot be given move actions or shoot actions, but may be towed and may make scuttle attempts. Some abilities will prevent a ship from being considered derelict even if it has no masts remaining.
-A ship is “sunk” when it is hit by a cannon shot and has no masts remaining that can be removed. A sunken ship is removed from the game, unless some ability or effect allows it to return to play.
-A ship is “wrecked” when it sinks due to damage caused by a reef. A wreck and all cargo aboard remains in play and may be explored by other ships, but it cannot be given any actions or use any abilities.
-Refer to the **TERRAIN - Reefs** section for additional information about wrecks.

Equipment

-Equipment is considered cargo, and each takes up one space unless specified otherwise.
-The cost of all equipment *plus* the cost of all crew on a ship cannot exceed the ship’s point limit.
-Abilities and effects that refer to “crew” have no effect on equipment, but abilities and effects that refer to “cargo” will affect equipment.
-Only one shot equipment or specialist crew can be assigned to each cannon on a ship.
-Unless specified, shot equipment uses the printed rank and range of the cannon to which it is assigned. Other abilities can be used to modify that rank and/or range.
-Equipment is considered “generic”, so multiple copies may be used in a single fleet.
-Equipment may be assigned to sea creatures, provided they have sufficient cargo space available.

Hidden Information

-The identities and complete statistics (*including abilities*) of all ships and forts in play are considered open information and must remain accessible to all other players during the course of the game.
-The identities and statistics of items that begin the game facedown (*such as crew, equipment, events, and unique treasures*) may be kept hidden until they are revealed during play. Once revealed they must remain accessible to all other players for the remainder of the game even if the associated token is later turned facedown.
-If the cards cannot be placed in visible locations, the information they contain must be provided upon request.

Hits, Mast Elimination, and Damage

- A “hit” is the result of a successful cannon shot, during a shoot action. Each hit removes one mast unless an ability states otherwise. If a ship has no masts remaining that can be removed, one additional hit will sink it.
- Mast elimination refers to any ability or effect that can eliminate or remove masts directly. Unless specified otherwise, mast elimination alone will not cause a ship to sink.

Links

- Links printed on a ship’s deckplate card or on a crewmember’s ability card that refer to other specific game pieces or to all ships of a certain nationality are considered rules, not abilities.
 - Nationality restrictions do not apply, so the nationality of the crew does not need to match that of the ship.
 - Links function even if crew are facedown.
 - If a linked crew is facedown and its link is required to make the setup legal you must indicate to your opponents that a link is present, but you are not required to indicate which *specific* link is in use. If necessary, a Privateer may be asked to verify it is legal without revealing the crew.
 - Links cannot be copied or cancelled by any means.
- Multiple different crew may be linked to a single ship at once, but each crew can link with only one other crew or ship at a time unless an ability specifically allows additional links to be created.
- Only one member of a linked pair is required to have the linking text; no additional benefit is gained if both members have the corresponding text.
- It is not necessary for both members of a link to be from the same set (expansion) of the game.
- It is not necessary for both members of a link to be of the same nationality.
- A link that refers to a character or ship that has appeared in multiple versions may be applied to any version of that same character or ship, even if there are slight changes in their titles or spelling. *Refer to the **No-Duplicates Rule** for additional details.*
- A link that is generated by a crewmember’s ability text functions exactly the same as a standard (rule) link, except that it does not provide additional space while facedown, it may be targeted by cancellers or other effects that can be applied to abilities, and it ignores the “*one link at a time*” rule for crew.
- The use of a link is not mandatory; each member of a linked pair may be used independently of its counterpart.
- Links always add one cargo space to a ship, which is then occupied by the crew. They do not cause crew to take up less space even though the effective result is similar. This distinction is significant when using certain abilities.
- Many, but not all, links are based primarily on the storylines found in flavor text so in some rare cases they may result in redundant or even mutually exclusive abilities.

Measuring

- You may measure anything at any time, as long as it does not significantly delay the game.
- There is some “fudge factor” inherent in the measuring system of this game, and the lightweight game pieces are easily bumped or shifted during normal play. If a player moves or places a game piece so that it is intentionally a precise distance from another (*such as just within or just outside the range of an ability*), the player must clearly state that relative position to prevent any later disputes if one or more of the game pieces are inadvertently shifted.

Missing or Unlisted Items

- Game pieces, keywords, and other items not appearing in a given set are typically omitted from that edition of the rulebook, but those items remain legal for use in all standard games unless specifically listed as retired, restricted, or removed by an official rulebook or this document. *See also: **Tournament and Organized Play Rules***

“Removed from the game” vs. “Eliminated”

- “*Removed from the game*” refers to a game piece that has been taken out of play without necessarily being killed or destroyed. Once a game piece has been removed from the game it cannot be returned to play unless a rule or ability specifically allows it.
- “*Eliminated*” refers to a game piece that has been killed or destroyed. Certain abilities or effects may allow a game piece to remain in play or return to play after it has been eliminated.
- This distinction does not apply to masts. They may be returned to play via a repair action whether they were removed from the game or eliminated.
- Abilities and effects that refer to elimination do not function when a game piece is removed from the game, unless specifically stated otherwise in the printed rulebook, the ability text, or this document.

Sea Creatures

- Any game piece with the **Sea Dragon**, **Sea Monster**, **Titan**, **Kraken**, or **Octopus** keyword *printed* on its deckplate card is considered a sea creature, even if the effect of that keyword has been cancelled.
- Sea creatures are considered to be ships. Any actions, abilities, or other effects that refer to ships can be applied.
- Segments/tentacles/etc. are considered masts. Any actions, abilities, or effects that refer to masts can be applied.
- Sea creatures do not have bows. For movement purposes, the front of a 2-segment or 4-segment sea monster is the point of its base nearest the head segment, and the front of a 5-segment sea monster is the area under its tentacles.
- The baseplate of a sea creature is considered to be part of that sea creature, and may be targeted by other abilities and effects as applicable.
- A sea creature is docked if any part of it (including a segment) touches an island.
- A sea monster or titan may ram if any part of it (including a segment) touches an enemy ship.
- No ability or effect can prevent a sea creature from being eliminated when its last segment is removed; however, the **Eternal** keyword may allow it to return to play after elimination. *See also: **Eternal** keyword.*

Timing

- If two or more conflicting abilities or effects seem to occur at the same time, the player whose turn it is may choose the order in which they are applied unless specifically stated otherwise in the ability text or in this document.
- If an action or ability refers to a specific point in time ("*beginning of your turn*", "*before X*", "*immediately after X*", *etc.*) it must be used at that time or it cannot be applied until the next time that situation occurs.
- If an ability or action does not specifically state that it applies at the *beginning* of a turn, it cannot be applied until after all "beginning of turn" abilities, actions, or other effects have been applied.
- If an action or ability does not refer to a specific point in time it may be applied when desired, provided that any and all other requirements (*a specified range, a clear line of fire, physical contact, etc.*) are met.

Transfer, Load, and Unload

- A "transfer" occurs any time cargo is moved from one location to another, whether it is through the use of an explore action, a boarding action, an ability, or any other means.
 - "Load" and "unload" refer to transfers in a specific direction, either on or off a ship, respectively.

Who Picks?

- When an action, ability, or effect targets crew, treasure, cargo, masts, or any other game item for removal, elimination, theft, or transfer, the defender (*the player losing the item*) always chooses the item targeted unless an ability or effect clearly and specifically states otherwise.
 - This rule does not apply to abilities that "cancel" other abilities. The user of that ability may *always* choose the target, unless specifically stated otherwise.

TOURNAMENTS, ORGANIZED PLAY, and CUSTOM RULESETS

Card Modifications

- Modified, repainted, or kit-bashed ships are acceptable for use provided that they do not alter or conceal how those items function within the game, and they are approved for use by the Privateer running the event.
- Unacceptable modifications include but are not limited to: constructing ships incorrectly to change their overall shape or size, bending or cutting masts to change lines of fire, and changing printed statistics or abilities.

House Rules, Scenarios, and Other Variants – *Including “Deathmatch”*

- Any and all *intentional* rule changes, variants, or scenarios that will be used during a game should be clearly indicated to all players prior to building their fleets so any necessary adjustments can be made. If used during an event or tournament they must be included in the event description.
- If during the course of a game it is discovered that a “variant” was being used *unintentionally*, whether due to a misunderstood rule or for any other reason, and it could affect the outcome of the game, players should attempt to come to a consensus on how to resolve it. If an agreement cannot be reached quickly, roll dice or use some other randomization method to decide how to proceed for the remainder of the current game. After the game is completed, players should agree on whether to use the (*corrected*) official rule or the variant rule in future games.
- Alternative rule sets like the “Deathmatch” style of play, despite their popularity, *have never been fully supported by the official rules* so many abilities may not function properly and some may even create an unfair or game-breaking advantage. **This is not a flaw in the game.** If you use house rules to change *any* aspect of the rules (*especially victory conditions*) and it creates an ambiguous or game-breaking situation, you should further adjust your house rules to account for it instead of complaining. *If adjustments to specific abilities that may be problematic (such as Eternal) have not been provided as part of the rules for the event, players should attempt to come to an agreement on how to handle them prior to building their fleets. If an issue is discovered during play, the players should come to a consensus on how to proceed for the remainder of the game.*
- Scenario games are assumed to use all of the standard rules unless specifically noted otherwise in the description.

Peripherals

- Third-party and/or custom gaming objects (*including homemade islands, custom measuring devices, special dice, etc.*) may be used provided that they are made equally available for use upon request by opposing players during the game and they are approved for use by the Privateer running the event.

Proxies and Replacements

- With the exception of the “cardboard” Limited Edition crew from *Pirates of the Barbary Coast*, no game piece can be used as a proxy for another in any Organized Play event unless specifically allowed in the event description.
- Printed (non-card) replacements for missing deckplates or crew cards may be used only if they have been verified as accurate to a *physical copy* of the actual card, and have been approved for use by the Privateer running the event.

Retired and Restricted Items

- The following items are not legal for use in official play:
 - The Sleigh (HH05a)
 - Captain Whitebeard (HH05b)
 - All ships and crew found in the *Quest for Davy Jones’ Gold* board game
- All other items that have been released for the game by Wizkids, Inc., including promotional ships and crew, are legal for use in all Organized Play events unless specifically noted otherwise in the event description.

Treasure Colors

- In Organized Play events, all treasure tokens contributed by a single player must have identically-colored backs.
- In non-OP events you may mix treasures freely, within reason. If it appears that treasure colors are being intentionally mixed as a way to “mark” their values and locations, the Privateer (*or a player consensus*) can require the use of treasures with identical backs.

SPECIFIC RULES (By rulebook section)

CREATING YOUR FLEET

- Creating your fleet occurs *before* the setup phase of a game. This is significant for the timing of certain abilities.
- In a tournament or any other official event, all players are expected to have created their fleets prior to starting unless specifically required otherwise in the event description.

The No-Duplicates Rule

- A player cannot have two or more of the same *character*, ship, sea creature, event token, or fort in their fleet at the same time unless it is captured from an opposing player. Generic crew and equipment are not limited in this way.
 - Some characters have slight changes in the spelling of their names and/or different titles, but they are still considered the same character and cannot be used together unless they can be clearly identified otherwise.
 - Some ships have the same or similar names but completely different physical configurations (*different ship types, a different number of masts, etc.*); these are not considered duplicates and may be used together.
 - If two ships can be clearly identified as the same ship but at different points in its history they are considered duplicates and only one can be used within a fleet at any given time.
- Flavor text may be used for the purposes of determining whether two game pieces are duplicates. Since this only helps determine what can be included in a fleet and does not alter how the game is actually played, it is not a contradiction of the rule stating that flavor text has no effect on game play.
- If an ability or effect allows you to bring in a named crew, event token, or other game piece from outside of the game, you may choose one that was previously removed from the game or eliminated without violating the no-duplicates rule, provided that both “copies” of that game piece are not in your fleet at the same time.
- The no-duplicates rule applies to unique treasures only during setup, when placing them in the treasure pool. If an ability or effect allows you to bring in additional unique treasures, you may duplicate ones that are currently in play.

SETUP

Placing Islands

- Each island must be placed at least **3L** away from all other islands, but no more than **6L** away from at least one other island. This distance is measured from the outermost edge of an island, not its center.
- The overall size of the playing area is limited only by the island placement restrictions and the total space available.
 - As a minimum, an area approximately 3ft x 3ft (1m x 1m) is recommended.
- The maximum extents of the playing area (*as designated by the edge of a table and/or a clearly marked perimeter*) are considered an impassable wall that prevents all movement beyond, unless specified otherwise in an event description or by a Privateer prior to starting an event. Alternative options include but are not limited to:
 - Flat Earth:** Any game piece that moves over the edge is permanently removed from the game.
 - Round Earth:** Any game piece that moves over an edge is immediately placed on the opposite edge of the playing area at the same heading and may continue with any remaining movement segments.

Choosing Home Islands and Placing Ships

- Ships cannot be placed in contact with terrain during setup.
- If a Great Turtle is selected as a home island, at that time the player assigned to it may choose if its effect will function or if it will be treated as a standard island; once the game has begun it cannot be changed.
- If any other Mysterious Island is chosen as a home island its effects are ignored and it's treated as a standard island.

Placing Crew

- A zero-point crewmember can be assigned only to a ship of its own nationality. Whether or not some other ability would allow that crew to use its abilities on another ship is irrelevant.
- A zero-point crewmember may be transferred directly to another ship of the same nationality by using an explore action. The “*free crew transfer while docked at an island*” action cannot be used, because that requires a crew to be unloaded to the island before it is transferred to another ship.

Placing Treasure

-In games using a non-standard (40 point) build total, or in multiplayer games, players may use any mutually agreed-upon quantities and values of treasure unless specified otherwise in an event description. **The number of treasures and the total value contributed by each player should be decided before constructing fleets, if possible.**

ACTIONS

- You can give actions only during your own turn and only to members of your own fleet, unless an ability specifically allows otherwise.
- During your turn, each and every member of your fleet may be given an action, if able.
- If a ship is not given an action on your turn that action is lost; it cannot be given to a different member of your fleet instead and cannot be saved for a later turn.
- If an ability allows a ship to be given a second action (*or two actions*) on the same turn, the additional action is always applied *after* the ship's standard action for the turn.
- A ship cannot be given more than two full (*non-free*) actions on a single turn unless an ability clearly and specifically states that it allows *more than two* actions. **No such ability exists.**
 - This restriction does not apply to free actions. If an action is not explicitly stated as "free" in its own text or in this document, it is considered a full, non-free action and this limit applies to it.
 - Refer to the **Useful Lists** section for a list of abilities affected by this limit.
- When a ship is given an action, you must completely resolve that action and all free actions directly triggered by it (*such as using a Captain or Explorer, ramming, or boarding*) before you can give another full action to this ship or to any other member of your fleet.
- If an ability allows a ship to be given an additional full action, that action does not have to be given to the ship immediately after completing its standard action for the turn; actions may be given to other game pieces in between.

MOVING

- The following is a step-by-step guide to movement and turning:
 - 1) Place one end of the appropriate movement bar (**S** or **L**) at the forward-most point (the bow) where the ship's hull touches the playing surface or its baseplate. Most ships have two distinct points that qualify so either may be chosen, but once chosen that point must be used for that entire move action; you cannot switch reference points from one segment to the next.
 - 2) Rotate the *opposite* end of the movement bar to the desired heading. The only limit to this turning angle is the physical shape of the ship's hull; the movement bar cannot be rotated so that it would pass under or through the ship's hull. Most ships are capable of turning at least 160° to either side, but the precise angle varies significantly depending on ship type. Sea creatures do not have "hulls", so they have no turn limit.
 - 3) Once the heading is chosen, *pick up* the ship and place it at the end of the movement bar with its bow pointing in the direction of the movement. Use the location on the bow that movement was measured *from* as the reference point when placing the ship at the end of the movement bar.
 - You are not required to use the full length of the movement bar; the ship may be placed at any location along the length of the bar.
 - If the ship cannot be placed at the desired point on the movement bar because an impassable object is in the way, you must choose a different heading or you must move the ship a shorter distance so that it would make contact with or stop short of that object.
 - 4) After placing the ship, if it has not made contact with another object, repeat the above steps for any remaining movement segments that are available to the ship.
 - You are not required to use all available movement segments.
 - Additional movement segments provided by abilities or other effects are always applied *after* completing all segments in the ship's printed base move.

-The "stern turn" ability provided by the **Galley**, **Longship**, and **Schooner** keywords is treated as an additional, final segment of movement that is applied *after* all other available movement segments.

-The rotation ability of the **Windcatcher** keyword is applied *before* all movement segments.

-Refer to the **Useful Lists** section for additional information on the timing of various abilities during a move action.

Dock

-Docking or being docked is not considered an action, but a condition or state of being that can result from an action or the use of certain abilities. If a ship's bow touches or is touching an island it is docked, unless an ability specifically states otherwise.

-If a ship has more than one movement segment in its base move it can move away from an island using the first segment and then re-dock with another. As long as at least one segment ends with the ship in a non-docked position, it is considered to have left the island. This is significant to certain abilities.

-When a ship uses a move action to dock at an island, it must complete that entire action and all associated free actions before it can be given any other actions. Use of the transfer rule to load or unload crew and equipment as a free action is not part of a move action, so it cannot be used until that entire action (*including an explore action provided by an Explorer crew or a marker*) is completely resolved. This is intended to prevent crew from being unloaded before exploring, which would minimize or completely negate the effects of certain unique treasures.

Ram

-Ramming requires a move action; if a ship's bow is moved in contact with an opposing ship by some other means, a ram does not occur.

-Ramming occurs immediately after a move action has been resolved, so it applies after all movement segments and after shooting with a Captain.

-Ramming requires the bow of the ship to make contact with the enemy ship. If some other part of the moving ship makes contact with the other ship instead, no ram occurs.

-Ramming is *not* optional. If a ship moves and its bow makes contact with an opposing ship, ramming happens automatically. If you do not wish to ram, do not move your ship's bow in contact with an enemy ship.

-A ship can ram only one other ship with a move action, unless an ability (*such as Switchblade*) specifically allows it to ram more than one ship. If you move a ship so that its bow touches two or more opposing ships with a single move action, you must choose which ship to ram.

-Ramming can only remove masts, so it will not sink a ship that has no masts remaining.

Pin

-Pinning or being pinned is not an action, but a condition or state of being that occurs immediately after a ship rams an opposing ship. Ramming is required, unless an ability states otherwise.

-You cannot pin an opposing ship by giving your ship a move action, unless an ability specifically states otherwise.

-Being pinned only restricts movement; it has no effect on shooting or the use of non-movement abilities.

-For timing purposes, a ship is first considered pinned *after* the ram has been resolved. If an ability is triggered "*when pinned*" it may be applied before or after boarding.

-Once a ship has become pinned, it remains pinned until the other ship moves (*or is moved*) away or has no masts remaining. If the removal of a mast or other component on either ship breaks physical contact but does not satisfy one of the conditions for ending the pin, the ship remains pinned.

-If a ship that was pinning another becomes derelict but is repaired before the other ship moves away, that other ship does not become pinned again. Repairing cannot cause a pin.

Board

-A boarding action can occur only after ramming, unless an ability specifically allows otherwise.

-Only one boarding action can occur after each ram, but either player may initiate it. The player that rammed has the first opportunity to initiate; if he or she declines the rammed player may initiate it instead. If both players decline, no boarding action occurs. If the ramming player initiates a boarding, the rammed player cannot initiate a second boarding.

-The results of a boarding action are applied the same regardless of which ship rammed and which player initiated the boarding; the winner steals a treasure or eliminates a crew (*chosen by the player losing the item*).

-If the boarding rolls result in a tie, nothing happens. Neither player steals a treasure or eliminates a crew.

-If one of the two standard results cannot be applied the losing player must choose the other option. For example, if the ship has no crew that can be eliminated a treasure must be stolen instead; if the ship carries no treasure or the winner's ship has insufficient space to load any treasure, a crew must be eliminated instead.

-An ability that provides an alternative boarding result (*such as capturing a crew, eliminating all crew, or taking all treasure*) overrides the losing player's choice, unless the winner chooses to not use that ability.

Tow

- Towing may be initiated at the beginning or end of a move action. This must occur before using any abilities or effects that would damage the other ship, such as shooting or ramming.
- When you tow an opposing ship, it *immediately* becomes a member of your fleet and may be given actions.
 - You are not required to tow it back to your home island in order to gain control of the ship or its crew.
 - It may be given an action on the current turn, if able.
- If a ship is considered derelict it can be towed, even if it is still capable of movement.
- A derelict being towed by one ship must be released before it can be towed by a different ship. A towed ship may be released voluntarily at any time, or it can be released using an outside force (ability) to move the ships apart.
- A ship can tow only one other ship at a time. Towing multiple ships in a “chain” is not allowed.
- If a towed ship cannot be aligned straight behind the towing ship because some other object is in the way, the towed ship may be placed at an angle until the next time the towing ship moves and sufficient space has become available.

EXPLORING

- When a ship is given an explore action at a wild island, it must resolve the effects of any unique treasures on that island before any other cargo can be transferred.
- Transferring treasure to or from an island always requires an explore action, unless an ability specifically allows otherwise.
- Transferring cargo directly between two friendly ships always requires an explore action, unless an ability specifically allows otherwise. Only one of the ships must be given the explore action to allow a two-way transfer. You may also explore an enemy derelict in this way.
- If an explore action is provided by an Explorer crew, that action ends immediately if you unload that crew. An additional explore action will be required to load treasure into the now-empty cargo space.
- If an explore action is provided by an Explorer crew and that crew is eliminated or removed by a unique treasure you must still resolve the effects of any other remaining UTs before the action ends. An additional explore action will be required to load any other treasure or cargo from the island onto the ship.
- When a ship docks* at its home island, all treasure aboard that is worth gold must be unloaded. This happens automatically and immediately.
 - A facedown unique treasure that is not worth gold does not have to be unloaded at this time, but you must indicate it to the other player(s) that it is a UT. You are not required to reveal which specific UT is present.
 - If treasure is transferred to a ship that is *already docked* at its home island, it does not automatically unload. That ship must move away from the island and re-dock or it must be given an explore action targeting the home island, at which point all treasure worth gold is immediately unloaded.
- You cannot load treasure from any home island, even your own, unless a rule or ability specifically allows it.
- Refer to the Useful Lists section for additional information on the timing of effects during an explore action.*

Unique Treasure (UT)

- Unique treasure is always picked up when found, unless an ability specifically allows otherwise.
- If a specific UT ability cannot be applied due to some other ability or situation, then that UT ability has no effect until circumstances change to allow it to work properly. Any other abilities of that UT still function normally.
- If a UT ability states that it is loaded facedown you do not have to reveal it or load it onto your ship. A facedown UT is treated as standard treasure and takes up one cargo space until it is revealed.
- UTs may be transferred between ships like standard treasure (*via an explore action*), and may be transferred by abilities and effects that steal, take, or trade treasure, unless an ability specifically prevents them from being unloaded or removed from a ship.
- If a UT produces a gold value when loaded, that value is determined *only* when it is first loaded from a wild island. Transferring it to another ship will not “reset” that value, but all other abilities of that UT will function normally.
- UTs that produce a gold value must be unloaded when a ship docks at its home island. No other face-up UT can be unloaded to any island unless an ability specifically allows otherwise. Facedown UTs may be unloaded to an island using an explore action.

SHOOTING

- When a ship is given a shoot action, it may fire each and every cannon available, provided that they have valid targets and clear lines of fire.
- You are not required to choose all targets or roll for all cannons at the same time. You may choose a target and roll for each cannon individually.
- A ship is in range if any part of the range bar touches or crosses it. Any part of a ship may be targeted, including flags, sails, oars, base plates, and blades. Objects representing fire and/or smoke are not considered parts of a ship.
- A ship must have a valid target in order to be given a shoot action. Islands, terrain, and “water” (*the playing surface*) are not valid targets, unless an ability specifically allows them to be targeted.
- When a ship sinks due to a hit during a shoot action, all non-unique treasure aboard is split evenly between players with any odd amount going to the attacker. If change must be made, use the highest-denomination coins possible. For example, if a sinking ship carried a single coin worth 5 gold, the attacker would receive a coin worth 3 gold and the owner of the ship would receive a coin worth 2 gold.

Scuttling

- Each derelict ship in your fleet may make one scuttle attempt during each of your turns.
- Once the roll has been successfully made, the ship automatically sinks at the beginning of your next turn unless towed by an opposing player. You cannot voluntarily cancel the attempt after it has been made.
- A derelict ship may still be given actions after making a scuttle attempt, regardless of success. Giving it a repair action will not prevent it from sinking at the beginning of your next turn.

MYSTERIOUS ISLANDS

- Mysterious Islands are not considered “unique”. The total number of islands used in a game is the only limit to the number and specific types that may be used.
- The effects of Mysterious Islands are not considered abilities, so they are unaffected by abilities that can copy, cancel, or otherwise negate the effects of other abilities.
- If an island (*such as Verdant Isle*) allows you to exchange a treasure you load with a unique treasure from your collection, you must choose one that can be loaded by the ship. **A UT that removes itself from the game immediately after being loaded is acceptable.** If there is insufficient cargo space for the UT to be loaded onto the ship or its ability requires it to remain on the island, you must choose something else.
- Mysterious Island abilities (*including Great Turtles*) are ignored if a fort is present on the island.
- Great Turtles follow all of the standard rules of (*revealed*) Mysterious Islands, with the exception that a Great Turtle that is chosen as a Home Island may still use its ability to move.
- The number of times a Great Turtle may be moved in a single turn is limited only by the number of move actions available to ships in your fleet.

TERRAIN

- If a ship moves or is moved into contact with terrain by any means, the terrain moves and touches a ship, or the terrain is placed under a ship, the effects of that terrain are applied normally.
- If any part of a ship touches terrain at the end of any movement segment the effects of that terrain must be applied immediately. If the ship has not become derelict, wrecked, tangled, or “lost”, and has not been placed at another whirlpool, it may then continue with any remaining movement segments. The effect of a given terrain piece is applied only once per move action, regardless of the number of segments that may end on or in contact with it.

Iceberg

- Icebergs only eliminate masts and will not sink ships.
- If a ship moves or is moved and touches an iceberg it must stop immediately, even if it has additional movement distance and/or movement segments remaining. The ship takes damage normally, as if the iceberg had moved.
- If an iceberg moves and touches any other object, it stops moving immediately. Unless that object was an island, the iceberg may be moved again at a later time per the standard rules.
- If an iceberg is already in contact with an object and the die roll would require it to move toward that object again, it does not move. If that object is a ship, it does not take additional damage.
- In certain rare situations it is possible for a ship to occupy the exact same position as an iceberg. When this occurs, the ship loses one mast as normal. If the ship moves first it must move entirely off of the iceberg if possible; if the iceberg moves first, the ship remains in place and does not move with the iceberg. In either case, the ship will not take additional damage from that iceberg until they leave contact completely and then move back into contact.

Fog Bank

- If an ability, action, or other effect has a fixed range, requires line of sight, affects an area, or requires direct contact between ships, it cannot be used against (*or by*) a ship that is “lost” in a fog bank. If an ability does not have one or more of those requirements, it may be used against (*or by*) a ship in a fog bank.
- There is no limit to the number of different ships that can occupy a single fog bank. If there is insufficient space to place a ship on the terrain piece you may place a marker or token on the fog bank to represent the ship instead.
- If the rolled exit point for a ship is blocked by an island or another ship, place it at the edge of the fog bank as close to the rolled number as possible; do not re-roll. If some other terrain is present, its effects apply normally.
- If a ship is towing a derelict and touches a fog bank, both ships become lost immediately. When the towing ship leaves you may move the derelict behind it following the normal rules for towing. If a derelict enters a fog bank by some other means and lacks the ability to move or repair, it will remain lost indefinitely.

Reef

- A wreck has effectively sunk, but the ship and all cargo aboard remains in play. A wreck may be explored by other ships, but otherwise cannot be given any actions and cannot use or be targeted by any abilities or other effects.
- Crew (*including crew with the **Marine** keyword*) on a wreck cannot use or be targeted by any abilities, but can be loaded by any ship that explores the wreck.
- Treasure on a wreck at the end of a game does not count toward victory for any player.
- A wreck is not considered part of any player’s fleet.

Trade Current

- Trade currents cannot be placed during setup; they can only be placed through the use of abilities.
- A trade current cannot be placed on or in contact with any ship, island, or terrain, but otherwise has no placement restrictions aside from those imposed by the ability used for placement.
- Each ship can gain only a single +S each turn, regardless of the number of different trade currents it touches or the number of move actions it is given.
- There is no limit to the number of *different* ships that can gain the +S bonus from a specific trade current during a single turn.
- A ship must be able to pass over or touch a trade current *before* the +S bonus can be applied. If it has insufficient movement to reach a trade current, it cannot gain the bonus even if that would provide enough movement to reach a trade current.
- The +S bonus applies only when the ship is given a move action (similar to a Helmsman). It does not apply if the ship moves or is moved due to the use of some other ability.
- The +S bonus from a trade current may be applied if the ship is towing a flotilla. The **Flotilla** keyword only prevents the use of movement abilities provided by the ship and its crew; it has no effect on terrain.
- The effect of a trade current is not considered an ability; it cannot be cancelled or copied and it may be stacked with other movement abilities, including a Helmsman.
- Trade currents have no effect whatsoever on opposing ships; they are treated as open sea for the purposes of all actions, abilities, and other effects.
- Abilities that ignore terrain while moving do apply to trade currents. In order to gain the movement bonus, a ship with that ability must *begin* its move action in contact with a trade current.

Whirlpool

- The use of a whirlpool's effect is optional. If it is not used, no die roll is required.
- In order to "use" a whirlpool, the ship must be placed at a *different* whirlpool. A ship cannot exit the same whirlpool that it entered simply to dispose of unwanted cargo.
- Whirlpools only eliminate masts, treasure, and crew. They will not eliminate equipment or sink ships.
- Using a whirlpool to jump to another whirlpool ends the ship's entire move action. It cannot shoot (*via a Captain*), ram, board, or use any other effects that require a move action, until it is given another move action after exiting the second whirlpool.
- When a ship uses a whirlpool it cannot be placed so that it touches any island. It may be placed so that it touches another ship, but cannot ram or tow that ship because the move action has already ended.
- A derelict or a flotilla may be towed through a whirlpool. After placing the towing ship at the second whirlpool, place the derelict or flotilla in the towed position behind it. Both ships must roll for effect individually.
- Unique treasures may be eliminated by a whirlpool.
- Crew with the **Ransom** keyword cannot be eliminated by a whirlpool.

WINNING THE GAME

-The game ends immediately when any one of the following five conditions has been met:

1) The official time has expired and all players have completed their last turn.

--If the game ends this way, each player should receive an equal number of turns.

2) A player has unloaded more than half of the game's starting gold value onto his or her home island.

--The gold value required to trigger this end condition is determined during setup, before the game begins. Abilities or effects that increase or decrease the actual gold value in play during the game do not change that required value.

--This end condition takes effect immediately. Once triggered, the current player cannot perform any other actions and other players do not get additional turns.

--Gold in friendly forts and on ships does not count toward this end condition.

3) At the beginning of his or her own turn, a player has no possibility of giving any future move actions to any of his or her ships.

--This end condition is not triggered if a player's only remaining ship is pinned.

--This end condition is not triggered if a player's only remaining ship is in a position where it can be repaired. Repairing a ship will allow it to be given a move action on a future turn.

--This end condition is not triggered if a player's only remaining ship has the **Eternal** keyword, even if it is derelict. **Eternal** allows it to return home when scuttled, where it can be repaired.

4) All available gold has been unloaded to home islands.

--If treasure remains on wild islands but cannot be loaded by any player due to an ability or some other effect, that gold is no longer considered "available" and will not prevent this end condition.

5) A stalemate is reached in which no player is willing or able to trigger any other endgame condition.

--This end condition does not apply if a time limit (end condition #1) is used.

-When any endgame condition is reached, players add up the total gold value of all treasure on their home islands and in their forts. The player with the most gold is considered the winner.

-Gold remaining on ships and wild islands at the end of the game does not count toward victory for any player.

-If both players have an equal amount of gold, the player with the most remaining units in play is the winner.

--A "unit" is defined as any game piece that can be directly given at least one of the four primary actions (*move, shoot, repair, or explore*). This includes ships, sea creatures, flotillas, forts, and crew with the **Marine** keyword, but does not include events, equipment, treasure, or non-**Marine** crew.

-If both players have an equal amount of gold and an equal number of units, they may use any mutually agreed-upon method to break the tie, such as masts eliminated, masts remaining, etc.

-If a player completely eliminates an opposing player's fleet they *do not* automatically win and *do not* automatically get any uncollected gold remaining in play. However, that will trigger endgame condition #3 at the beginning of the "eliminated" player's turn. It is possible for the eliminated player to win the game if he or she has the most gold.

-If all players agreed (prior to the game) to use the optional rule that players get to keep all treasure they collect, any unique treasure tokens collected should be accompanied by their corresponding cards.

MULTIPLAYER RULES

-Multiplayer games follow all of the standard rules for the two-player game, with the following exceptions:

--Treasure is not revealed when unloaded at a home island.

--When a ship sinks all treasure aboard is removed from the game; it is not split between players.

--**End Condition #2** ("*more than half of the starting gold*") is not used.

--**End Condition #3** ("*no future move actions*") is applied differently based on the number of players:

---**Three or Four** players: This condition applies at the beginning of any turn in which *two or more players* have no possibility of giving any future move actions to any of their ships.

---**More than Four** players: This condition applies at the beginning of any turn in which *half or more players* have no possibility of giving any future move actions to any of their ships.

--When any end condition is met, players reveal all treasure on their home islands, in forts, *and on their ships*. The revealed treasure is added up and the player with the highest gold value is declared the winner.

---Treasure on a ship that is wrecked or "lost" in a fog bank does not count for any player.

-Abilities that refer to "friendly" ships or crew apply only to a player's own fleet and not the fleets of his or her teammates, unless stated otherwise in the event description or agreed upon by all players prior to the game.

ABILITIES AND KEYWORDS

GENERAL

Ability Conflict Hierarchy

-If one ability says to do something and another ability says you cannot do something, the “not” ability takes precedence. However, abilities that use terms such as “always” or “must” are considered mandatory so they take precedence over abilities that do not use those terms. Use the following hierarchy as a guide, in order of priority.

- 1) **Mandatory Not** (“never” or “must not”)
- 2) **Mandatory** (“always” or “must”)
- 3) **Not** (“no”, “cannot”, or “do not”) or **Exclusive Not** (“only A and C”)
- 4) **Optional** (“may” or “can”), or **Unspecified/Other**

-Exceptions to this list are described in their respective sections below.

-This list applies only when two or more *abilities* conflict. When an ability and a *rule* conflict the ability always takes precedence regardless of the terms used, unless specifically stated otherwise.

-If two or more abilities at the same “level” conflict and no other priority is indicated in their text or this document, the controller of the game pieces may choose which ability takes precedence.

Abilities That Modify Gold Values ($\pm X$ gold, Double value, d6 value, etc.)

-When two or more different gold modifiers can be applied at the same time, follow the standard rules for algebra: multiply and divide first, then add and subtract.

-The physical, printed value of a treasure token never changes.

-Any modified gold values or additional amounts are recorded separately at your home island. This tally may be recorded using any number of mutually agreed-upon methods, including but not limited to the following:

- A paper and a pencil list
- An incremental die or dice
- Additional treasure tokens from outside of the game
- Tokens, poker chips, or other markers

-All players must use the same recording method during a game.

-Gold recorded in the tally is “public knowledge”; it must remain face up and known to all players during a game.

-Additional/modified gold that is recorded in the tally cannot be stolen or removed from a home island by any means. The original treasure token that modification was applied to may be stolen or parleyed normally.

- Exception: If all players agree to use treasure tokens to record additional gold, they may also agree to treat those extra coins as standard treasure that can be stolen or parleyed.

-Unique treasures that produce a gold value may be recorded in the tally, but are still subject to theft or removal regardless of the recording method used.

Abilities That Move Ships (“This ship may move X” or “Move a ship X”)

-If an ability refers to the ship making the movement, such as “this ship may move S”, it functions much like a standard movement segment; the ship’s heading changes to point in the direction it moved, but it cannot be used if the ship is pinned or entangled in a Sargasso Sea.

-If an ability refers to an outside force moving or pushing the ship, such as “move an enemy ship L”, it is not treated like a movement segment; the ship’s heading does not change, but it can be used if the ship is pinned or entangled.

-Unless a movement ability specifically states that it is a move action (or “move as a free action”), other abilities and effects (*shooting with a Captain, ramming, etc.*) that refer to move actions cannot be used.

-Docking only requires contact between a ship’s bow and an island, so it may occur any time a ship moves or is moved.

Die Roll Modifiers

-If an ability or effect requires a specific die roll or a specific range of die rolls, other abilities that can modify die rolls may be used to cause that result to fall (or not fall) within the specified range. If the modified result is greater than 6 it is treated as a 6, and if the modified result is less than 1 it is treated as a 1.

-If an ability or effect only requires that the die result be *higher than* or *less than* a specified value, a modified value greater than 6 is not reduced to 6 and a modified result less than 1 is not increased to 1.

-A cannon roll of 1 is *always* treated as a miss, regardless of any modifiers that may be available.

Generic vs. Named Crew Abilities

- A crew is considered “generic” and may be duplicated if it has (only) one of the following names:
Cannoneer, Captain, Cargo Master, Chainshot Specialist, Explorer, Firepot Specialist, Helmsman, Musketeer, Navigator, Oarsman, Shipwright, Silver Explorer, Smokepot Specialist, Stinkpot Specialist, or Tribal Chieftain.
- If a crew has any other name instead of (or in addition to) one of those generic crew names it is considered a “named” crew and cannot be duplicated regardless of any abilities it may have.
- Named crew have only the abilities printed on their cards. They do not gain any other abilities based upon their name, title, or flavor text. However, named crew may still be used to trigger other abilities that refer to a specific name or title.

Keyword Abilities vs. Ship Types

- Keywords are abilities. All rules, abilities, and other effects that refer to abilities apply equally to keywords.
- If a game piece has printed ability text that is the same as the complete text of a keyword, it is considered to have that keyword.
- Some abilities or keywords refer to a specific ship type, such as “catamaran”, “submarine”, or “sea monster”. A ship’s *type* is defined only by the physical design and construction of the game piece; it is in no way determined by the presence (or lack) of a particular keyword or any other ability.
- Ships (*particularly galleys, schooners, and turtle ships*) have only the abilities printed on their deckplate cards.
 - While certain ship types and certain keyword abilities are often associated together, they are independent concepts that cannot be interchanged even if they have similar names.
 - A ship does not automatically gain the associated keyword based on its type, nor does the presence of a keyword automatically determine a ship’s type.
- Canceling or copying a keyword does not change a ship’s type. *See also: Cancel ability and Copy ability.*

Moving Parts (*Bombardiers, Hoists, Scorpions, and Switchblades*)

- If a ship model has components that can be physically moved, the positioning of those parts can be changed only when an action relevant to that part is given to the ship. They cannot be moved spontaneously to alter ranges or lines of fire, or to cause or prevent contact with another object.

Stacking Abilities

- If two or more abilities have the exact same “trigger” (or requirements) and produce the exact same effect they are treated as the same ability and cannot be stacked, even if their text is slightly different.
- If two or more abilities have different triggers and/or different effects they are considered different abilities and may be stacked.
- The stacking rule applies only when multiple sources of an ability are on a single ship; it does not apply when each source is on a separate ship, even if their effects are applied to the same target.

Submerged (*Sea Monster and Submarine* keywords)

- You may decide if your ship is submerged or on the surface only at the beginning of your own turn.
- A submerged ship may move under other ships, and other ships may move over a submerged ship. No two ships can end movement in the same position, so if a ship cannot move completely over/under another it must go around.
- A submerged ship is not a valid target for a shoot action unless an ability specifically allows otherwise.
- Submerged ships do not block lines of fire.
- Submerged ships cannot dock at or explore islands.
- Submerged ships cannot ram, be rammed, or make any other physical contact with another ship unless an ability specifically allows otherwise.
- Abilities and effects that target ships, crew, or abilities “*within S*” or “*within L*” may target (or be used by) a submerged ship, unless that ability or effect requires direct physical contact or a valid target for a shoot action.
- All terrain effects are applied the same whether a ship is submerged or on the surface.

Turns

- Abilities may be used during an opponent’s turn, unless they apply to, modify, or require an action, or they specifically state otherwise.
- A “once per turn” or “every turn” ability may be used during your own turn and once during each opponent’s turn, unless stated otherwise.

SPECIFIC SHIP AND CREW ABILITIES

-All ability rulings, clarifications, and errata in this section apply to all sources of the same abilities, even if they are not specifically listed by name.

“After looking at treasure on a wild island, you may trade any one treasure from that island for a random treasure on any other wild island. This ship must load the traded treasure.”

-This ability can be used at a wild island only when this ship is given an explore action. It does not apply when other abilities are used to “look” at treasure on an island.

-This ability may be used to trade away a unique treasure to avoid its effect.

-If this ship’s cargo hold is full, it cannot use this ability because it cannot load the traded treasure.

-If the island chosen for the trade contains more than one treasure, the choice of token *must* be random. If one or more of the treasures have been previously revealed and/or they have distinctive backs, it may become necessary to use a draw bag, roll a die, or find some other suitable method to ensure that the choice is random.

-An island containing a fort is still considered a wild island, so it may be targeted by this ability.

“All of this ship’s cannons have (L) range.”

Master Gunner Rogelio Vazquez, Commander Albert Crenshaw, HMS Sultan, Harlequin, La Felicite

-This ability does not change a ship’s S-range cannons into L-range cannons. It merely allows them to target objects within L-range.

-S-range cannons that are modified by this ability are not affected by the ability *“L-range cannons cannot hit this ship”*, regardless of the range at which they are fired.

All-Powerful (keyword)

“Once per turn, roll a d6. On a 1-4, you may give this ship an extra action; on a 5, you may give any ship you control an extra action; on a 6, you may give an enemy ship an action.”

Davy Jones, Emperor Blackheart

-If you roll a 6 for this ability you may give an opposing ship one action as if it were a member of your fleet. It may be used to attack any targets that are opposing to you, even members of its own fleet. Ownership does not change, so the ship cannot pin or become pinned by a member of its own fleet.

-You may use any face-up abilities and/or free actions available to the enemy ship if and only if they apply as part of, or as the direct result of, the primary action (*move, shoot, repair, or explore*) that you give to the ship.

-Abilities on the enemy ship that do not apply as part of an action cannot be used. This includes but is not limited to: abilities that cancel or copy other abilities, abilities that apply at the beginning or end of a turn, and abilities that generate additional actions.

-The “submerged” status of a **Submarine** or **Sea Monster** and the “ghostly” status of a **Ghost Ship** cannot be changed. Any action given to one of those ships must be applied based on the keyword’s current setting.

-If the enemy ship is derelict, you may have it make a scuttle attempt. This does count as giving the ship an action, even though making a scuttle attempt is normally a free action.

-You cannot reveal or look at any facedown cargo on the enemy ship.

-If you roll a 6 and give the enemy ship any action that allows it to capture or gain ownership of another ship, that captured ship becomes a member of the enemy ship’s fleet, not your own.

“After this ship resolves a shoot action, she may move as a free action.”

-See: *Reverse Captain ability*

“As part of a move action, this ship may initiate a boarding party against a ship up to S away from her, without having to ram. The boarded ship may not use any boarding bonuses.”

- This ability may be applied immediately before or after any movement segment, including a “stern turn”.
- If this ship carries a captain, this ability must be applied before shooting.
- If this ship had additional movement segments remaining but the result of the boarding causes it to become incapable of movement, the move action immediately ends.
- The number of masts remaining on a ship is not considered a “bonus”. This ability only prevents the use of abilities that add +1 to boarding rolls and those that provide an additional effect when a boarding action is won or lost.
- This ability may be used by or against a ship that is submerged.
- This ability may be used to board a sea creature, unless some other ability (*such as the sea creature’s keyword*) specifically prevents it from being boarded.

“At the beginning of each of your turns, roll a d6. On a result of 4-6, instead of giving this ship an action, choose two whirlpools from outside the game. Put one L away from this ship and one L away from a wild island. Neither can be placed so that it touches any island or ship. This ship does not have to roll for effect when she uses a whirlpool.”

Calypso

- Whirlpools placed by this ability remain in play until the end of the game, and may be used by your opponents.
- This ship does not have to roll when using *any* whirlpool, whether it was created by this ability or not.
- A roll of 4-6 for this ability only uses the ship’s standard action for the turn. This ship may use an additional action ability normally, but that will not allow the creation of additional whirlpools. A “*same action twice*” ability has no effect in this situation because it has no action to repeat.

Black Mark (keyword)

- The nationality of this crew must match the nationality of the ship *before* **Black Mark** can be applied.
- The additional cost for using **Black Mark** applies only to the point limit of the ship, not the build limit of the game.
- Only the crew with this keyword and the ship become Cursed. All other crew aboard the ship retain their original nationalities. If this would result in a zero-point crewmember being on a ship other than its own nationality, **Black Mark** cannot be used.

Bombardier (keyword)

- You may choose which type of cannon you will use when placing this ship, after players have built their fleets.
- The bombardier cannon (either type) cannot shoot if the ship is derelict, unless some other ability (or combination of abilities) allows it to shoot with no masts remaining.
- The physical turning limit of the bombardier cannon does not restrict the actual firing arc. Any valid target within range of the printed die may be attacked, per the standard shoot action rules. If the cannon cannot be physically aimed directly at the target, it should be rotated to point as close as possible.
- The flamestrike may be used to measure range, but direct physical contact with the target is not required.
- The “flame” portion of the flamestrike cannon is a visual aid only. It is not considered part of the ship so it does not block lines of fire and cannot be targeted by other ships.
- If the **Bombardier** keyword is cancelled, the special cannon functions exactly like a standard cannon (*but does not count as an additional mast*); neither of the bombardier effects are applied and it will not jam on a roll of 1. If it had been previously jammed but not yet repaired it may shoot until the effect of the cancellation ends, at which point it becomes jammed again.

Born Leader (keyword)

“Once per turn before you give this ship an action, roll a d6. On a 5 or 6, this ship may be given the same action twice.”

-The die roll for this ability is made immediately before giving the action you wish to repeat.

-Once generated, the repeated action may be given at any time during your turn; it does not have to be given immediately after completing the ship’s standard action for the turn.

-Only the primary action (*move, shoot, repair, or explore*) is repeated, and it is considered a full action. Abilities, free actions, and other effects that would be triggered by the action may be applied to either or both of the actions, as applicable. The use of an ability during the first action does not require (or prevent) the use of that ability during the second action, unless the ability was specifically limited to “*once per turn*”.

-Once the die has been rolled, this ability is considered “used” regardless of the result. If the roll is unsuccessful you cannot use a second copy of this ability to make another attempt, due to the no-stacking rule.

Broadsides Attack (keyword)

-In order to use **Broadsides Attack**, the following criteria must be met:

--This ship must have a valid target for a shoot action.

--All remaining cannons must be within **S**-range of the target.

--All remaining cannons must have a clear line of fire to the target.

-A ship is not required to have all of its cannons remaining to use this ability. Damage caused by this ability is equal to the number of cannons remaining on this ship, plus one additional hit.

-This ability may be used during a shoot action provided by the **Captain** keyword/ability.

-**Broadsides Attack** may be cancelled by other abilities because they target this ability directly; they do not apply to the shoot action.

-**Broadsides Attack** ignores all defensive abilities of the target ship, except those that make it an invalid target for a shoot action. The following abilities can make a ship an invalid target and will prevent the use of this keyword:

--“*Ships within S cannot shoot this ship*” (if within **S**)

--“*This ship can’t be shot at while docked*” (if docked)

--**Submarine** and **Sea Monster** keywords (while submerged only)

--**Parley** (if a treasure is transferred)

--Wine UT (if within **S** of an opponent’s home island or fort)

-The ability “**L**-range cannons cannot hit this ship” does *not* make a ship an invalid target, even if the attacker has only **L**-range cannons available. It can prevent a shot from hitting, but does not prevent the shot from being made.

-**Broadsides Attack** prevents the use of all other offensive abilities that could apply to the shoot action, including but not limited to the **Longship** keyword, the **Musketeer** keyword, abilities that eliminate crew, abilities that eliminate additional masts, and abilities that can modify or re-roll the die.

-Ships with overlapping masts may use **Broadsides Attack** if all of their remaining cannons are within range and have a clear line of fire to the target. This may not be possible until after some of the ship’s masts have been removed.

Cancel ability

“Once per turn, cancel the ability of one crew or ship within S of this ship.”

Nemesio Diaz

“Once per turn, one crew or ship within S of this ship cannot use its ability this turn.”

Christian Fiore, ‘Diamond’ Nelson Turner, El Alma, El Paso, Ghost Walker, Guinee, Hessian, HMS Rye, Lawrence, Mobilis, Monsieur LeNoir, Lenoir, Tia Dalma, USS Kettering

-Despite the differences in text, the two versions of this ability function exactly the same and the no-stacking rule applies equally to both.

-If a ship or crew has more than one ability, only one can be cancelled at a time. The user of the cancel ability always chooses which ability is affected.

-Once an ability has been cancelled, it remains cancelled until the end of the current player’s turn.

-An ability may be cancelled at any time prior to the application or completion of its effect. Some examples:

--The **Captain** or **Broadsides Attack** keywords may be cancelled prior to rolling the first die for shooting.

--The **Helmsman** keyword may be cancelled before the ship begins the additional **S** segment of movement.

--An extra action (or same action twice) ability may be cancelled before the additional action is given.

-An ability may be cancelled after it has been used, but this will only prevent that ability from being used again during the current turn. It does not affect any previous uses of the ability.

Cancel Ability (continued)

- Continuously active abilities such as a point reducer or a cargo space modifier may be cancelled at any time. If this results in an illegal situation it must be resolved immediately by removing any excess cargo from the game.
- Redundant abilities on a ship will not bypass the effects of a canceller. The no-stacking rule will prevent any and all additional copies of an ability from functioning on that ship, even if their sources have not yet been revealed.
- A canceller may be cancelled. Once both (or all) of the cancellers have been applied, their effects are “peeled back” to determine if the initial target can or cannot use its ability this turn.
- Forts, unique treasures, equipment, and events are not considered ships or crew, so they cannot be targeted by this cancel ability.
- A canceller may target friendly abilities on other ships. “Within S” is measured outward from a ship but does not include the ship, so it cannot be used to target itself or any other abilities aboard.
- If a “ship type” keyword such as **Galley**, **Schooner**, or **Turtle Ship** is cancelled, it does not cease to be that type of ship; it simply cannot use the effects of that ability this turn.
- See also: **Keyword Abilities vs. Ship Types**

Cannoneer (keyword/ability)

“Once per turn, one of this ship’s cannons can shoot again if it misses.”

- This ability is not a re-roll; it provides a completely new shot instead.
- If a specialist crew, shot equipment, or any other “once per turn” ability was applied to the first shot it cannot be used again with the additional shot. However, you may use a *different* specialist or equipment, if available.

Captain (keyword/ability)

“This ship may move and shoot using the same move action.”

- The “shoot” provided by this ability is considered a free shoot action for the purposes of all other rules and abilities.
- This ability applies as part of the move action, after all of the ship’s movement segments have been completed.
- If a ship with this ability moves so that it can ram an opposing ship, this ability applies before resolving the ram.
- A ship with no masts may use this ability to shoot, if and only if it also has the ability to move and it has an ability that provides a useable cannon.
- The this ability cannot be combined with the ability that allows a ship to “move as a free action” after shooting, AKA the “Reverse-Captain” ability. The **Captain** ability requires a non-free move action, while the Reverse-Captain ability requires a non-free shoot action.
- If an ability refers to the “*Captain keyword*” it may be triggered by any crew with the **Captain** keyword or the text form of the ability. It is not triggered by crew with “Captain” in their name or title unless they also have the ability.
- If an ability refers to a “*captain crew*” it may be triggered by any crew with the **Captain** keyword, the text form of the captain ability, or the word “Captain” in its name or title. Non-English language equivalents to the Captain title (*Capitan, Capitaine, and Rais*) count toward this effect, but different ranks and titles (*Admiral, Commander, Commodore, etc.*) do not.

Capture ability (Gold)

“If this ship wins a boarding party, she may capture the crew with the highest point cost instead of eliminating it. This captured crew becomes cargo worth its point cost in gold when unloaded at your home island.”

Aruj Barbarossa, Barstow, Blackbeard, Bonny Peel, Dragon Eyes, Fleur de la Mort, Wodin

- The crew becomes generic cargo (not crew) so actions, abilities, and other effects that refer to crew will have no effect on it. It can still be affected by actions and abilities that refer to cargo in general.
- A crew captured by this ability cannot use any abilities, does not count against the point limit of the ship, and does not take up cargo space.
- Abilities that prevent elimination or return crew to play after elimination will not protect crew from being captured by this ability, because it does not eliminate the crew.
- The captured crew is only worth gold when it is unloaded; until that happens, it is worth zero gold.
- If the captured crew is recovered by the original owner, it reverts back to a crew and may use its abilities normally.
- If a captured crew is taken or stolen by an opponent other than the original owner, or this ability is cancelled, eliminated, turned facedown, or removed from this ship, the previously captured crew remain generic cargo, cannot use any abilities, and will not count against the ship’s point or cargo limits. They will be worth zero gold when unloaded, unless some source of this ability is also present and active (*not cancelled*) on the ship.
- If a crew with the **Ransom** keyword is captured by this ability it will be worth its point cost in gold (zero) *plus* 5 gold from **Ransom** because it was captured.

Capture ability (Shanghai)

“If this ship wins a boarding party, she may capture the crew with the highest point cost instead of eliminating it. A captive becomes assigned to this ship, takes up no cargo space, and can use its abilities. The captive cannot leave this ship unless the ship sinks.”

Captain Nemo

-A crew captured by this ability remains crew, but does not count against the ship's point limit.

-If a crew with the **Ransom** keyword is captured by this ability it is not worth gold because it becomes a member of this ship's fleet and can continue to use its abilities. It may be captured or eliminated for gold at a later time by a player opposing to this ship.

-If this ability is cancelled, eliminated, turned facedown, or removed from this ship, any previously captured crew cannot use their abilities (*unless allowed by some other ability or effect*), they take up one cargo space each, and do count against the point limit of the ship. If this results in an illegal situation (*the combined crew exceed the ship's cargo and/or point limit*) you must immediately resolve it by removing the excess crew from the game.

Cargo Master (keyword)

-If you have multiple crew with this keyword in your fleet you may stack their bonuses, provided that their nationalities are the same and each crew with this ability is on its own ship.

-This cargo bonus may be stacked with other (*different*) abilities that provide +1 cargo space to a ship.

-If a cargo master is eliminated or his ability is cancelled, all ships of the same nationality in your fleet lose the extra cargo space. If this causes any ship to exceed its cargo limit, you must resolve the illegal situation immediately by removing the excess cargo from the game.

-A cargo master may be used on a ship of a different nationality if allowed by some other ability. However, this does not change which ships receive the +1 cargo bonus because that is determined only by the cargo master's nationality, not the nationality of the ship carrying him.

-If a cargo master's nationality is *changed* to Cursed by The Red Skull or Gem of Hades (*unique treasures*), the +1 bonus will apply to Cursed ships. Ships belonging to the cargo master's original nationality will lose that bonus because their nationalities no longer match.

-If a ship's original nationality matches that of a cargo master but is changed to Cursed by the **Black Mark** keyword or some other effect, it does not receive the bonus because their nationalities no longer match.

-The **Ex-Patriot** keyword has no effect on the **Cargo Master** keyword because it does not change the nationality of the ship; it only adds the **Mercenary** keyword and allows Mercenary crew to use their abilities aboard.

Catamaran (keyword)

Double Catamaran (keyword)

-A ship with this ability may roll to ignore each and every hit it takes, whether it has a second hull (outrigger) or not.

-A catamaran cannot be rammed whether it has a second hull or not.

-A catamaran may ram and board other ships normally. Since it cannot be rammed, it cannot be boarded unless it no longer has a second hull *and* an ability specifically allows an opposing ship to board it without ramming.

-A second hull (outrigger) cannot be repaired because repair actions apply only to masts.

Chieftain (keyword)

-The Tribal Chieftain crew assumes the full point cost of its associated set of native canoes for the purposes of fleet building, placement, point restrictions, and all other abilities or effects that refer to point costs.

-This ability allows you to add native canoes only at the beginning of the game, during setup while placing ships. If a crew with this keyword is revealed later during the game it has no effect.

-Priority for placing canoes is based on player turn order. Player 1 places all of his/her canoes, then Player 2, etc.

-You are not required to give actions to all of your native canoes during your turn, but any that are given actions must be given the same actions. This restriction still applies if one or more canoes are given a second action.

-Tribal chieftains are considered generic crew so they may be duplicated within a fleet.

-(Continued...)

Chieftain (continued)

- If multiple tribal chieftains are present in your fleet...
 - All tribal chieftains must be placed on separate ships to gain their canoes; the “no-stacking” rule applies.
 - All native canoes in your fleet must be placed at the same wild island regardless of nationality or quantity.
 - All native canoes of a single nationality must be given the same actions.
 - Native canoes of different nationalities may be given different actions.
 - Only one tribal chieftain is required to “control” all canoes of its nationality; other chieftains of the same nationality may be unloaded without penalty.
 - Additional chieftains do not provide canoes of that nationality with additional actions; each canoe can be given only one action per turn unless an ability specifically allows otherwise.
 - When a tribal chieftain is eliminated and canoes must be eliminated, you may choose any in your fleet regardless of nationality.
- If you capture a tribal chieftain from an opposing player you do not gain control of its associated canoes.
- If a tribal chieftain is removed from the game (*due to sinking, a UT ability, or some other effect*) or is captured by an opposing player, no die roll is required and no canoes are eliminated because the chieftain was not eliminated.
- If the **Chieftain** keyword is cancelled...
 - The number of canoes that can be given actions is not restricted (*a crew with the keyword is still present in your fleet; the ability is simply inactive*).
 - Your canoes are not required to be given the same actions (*unless another chieftain is in your fleet*).
 - You are not required to roll or eliminate canoes if this crew is eliminated.
- See also: **Native Canoe** (keyword)

“Crew placed on this ship cost no points, but they always take up one cargo space.”

Captain Charles Richard, Jonah, Princess Ariei Auraa, Robinson

-See: **Point Reducers and Modifiers**

“Crew placed on this ship do not take up cargo space; this ship may only have a maximum of three crew.”

Akua Lapu

- The only way to assign more than three crew to this ship is to cancel this ability, however, that will also cause those crew to take up space normally.
- This ability applies only to crew; it has no effect on equipment or other types of cargo.
- If Jonah is placed on this ship, other crew aboard will not count against the point limit of this ship but will take up one space each. Jonah’s ability states that crew **always** take up space, which takes precedence over the “do not take up cargo space” part of this ability.
- If this ship already has three crew aboard it may load a facedown Abandoned Crew (UT) because it is treated as treasure while facedown. That abandoned crew cannot be turned face up unless one of this ship’s other crew leaves first. If the abandoned crew is already face up, it cannot be loaded unless another crew is unloaded.

Copy ability

“At the beginning of each of your turns, choose any ability possessed by any ship or crew in play; this character has that ability. You may make a different choice each turn.”

Behemoth, Davy Jones

- Only abilities that are face up may be copied. Facedown abilities are not considered “in play”.
- If the target ship or crew has multiple abilities, only one may be copied at a time.
- A copied ability remains in effect until the beginning of your next turn. You may re-copy the same ability at that time, provided it is still in play.
- If a “continuously active” ability such as a point reducer or **Eternal** is copied, the effect of that ability ends at the beginning of your next turn. If that results in an illegal situation it must be resolved immediately, before you can re-copy that ability.
- (Continued...)

Copy Ability (continued)

- Keywords may be copied like any other ability, however, some aspects of that keyword may not function properly:
 - If part of a keyword refers to a specific ship type, such as catamaran or submarine, that part can be used only by ships of that ship type. Copying a keyword does not change a ship's type.
 - If part of a keyword refers to a specific component, such as turtle shell panels or blades, that part of the keyword can be used only by ships with that component. Any remaining portions of the keyword that do not refer to specific components may still be used, if applicable.
 - If part of a keyword refers to ships in general, such as *"this ship"* or *"a ship with this keyword"*, it may be used regardless of a ship's type.
- The inherent stats of a ship, such as base move, cargo space, cannon ranks, and number of masts cannot be copied.
- See also: **Keyword Abilities vs. Ship Types**

Doctor ability

"When another face-up crew on this ship would be eliminated, turn it facedown instead."

- A doctor crew only protects *other* crew from actions and abilities that eliminate crew. It will not protect crew from effects that capture or remove them from the game, and it will not protect itself.
- A doctor crew will protect other crew from the effects of a unique treasure, unless that UT removes crew from the game, eliminates all crew at once, or eliminates the doctor first.
- Abilities that can eliminate a crew to give a ship an extra action do not work with the doctor ability because it prevents the crew from being eliminated. In order to use that extra action ability, the crew must be completely eliminated and must remain eliminated for the remainder of the game.

Dories (keyword)

-See: ***"This ship may unload cargo at your home island if she's within S of it."*** (Similar)

Double Catamaran (keyword)

-See: ***Catamaran*** (keyword)

"Each time any crew would be eliminated, roll a d6. On a result of 6, put that crew on this ship instead; it is linked to Davy Jones."

Captain Davy Jones

"Whenever any crew is eliminated, roll a d6; on a result of 6, assign the crew to this ship. Its nationality changes to match the nationality of this ship and it becomes linked to this crew."

Wraith

- These two abilities are both considered to be the same ability and are subject to the stacking rule, despite their differences in text.
- This ability may be used when any crew is eliminated, regardless of previous ownership.
- Crew taken by this ability may use their abilities on this ship and do not count against this ship's point limit.
- Multiple crew may be linked with this crew because those links are provided by an ability, not a standard link.
- The "doctor" ability is applied *before* this ability, because it prevents elimination.
- A crew with this ability cannot attempt to roll for itself if it is targeted for elimination; an additional copy of this ability is required in your fleet.
- Abilities that allow crew to return to play when eliminated are applied *after* this ability, if the roll is unsuccessful.
- This ability cannot be applied to crew on a sunken ship because they are removed from the game, not eliminated.
- If a ship (or crew) has the ability to eliminate a crew to gain an extra action, this ability may be applied. If the roll is successful, the crew is placed on this ship normally and the ship does not gain the extra action because the crew did not remain eliminated.
- If a crew is eliminated and multiple different players have this ability available, each may attempt the die roll using the normal player turn order, starting with the current player, until a roll is successful or all able players have rolled.
- If this ability is cancelled, eliminated, turned facedown, or removed from this ship, any previously recovered crew cannot use their abilities (*unless allowed by some other ability or effect*), they take up one cargo space each, and do count against the point limit of the ship. If this results in an illegal situation (*the combined crew exceed the ship's cargo and/or point limit*) you must immediately resolve it by removing the excess crew from the game.

“Each turn roll a d6, on a result of 5 or 6 no crew abilities can be used this turn.”

Kray-kin, The Kraken

- This ability is rolled at the beginning of a turn, before any other “*beginning of turn*” abilities.
- This ability may be rolled at the beginning of *every* player’s turn.
- The effect of this ability lasts until the end of the current player’s turn.
- This ability affects all crew abilities in play, regardless of ownership.

Eternal (keyword)

- This ability may be applied any time the ship sinks, whether that is due to a shoot action, scuttling, or a reef.
- When an eternal ship sinks due to a shoot action, all treasure aboard is split between players following the standard rules before the ship returns home. If it sinks due to scuttling or a reef, all treasure aboard is removed from the game.
- When an eternal ship sinks and returns home, any equipment aboard is removed from the game.
- If an eternal ship is captured (towed) by an opposing player and then sinks it returns to the home island of that player, not the original owner.
- If an eternal ship is sunk while towing a derelict or a flotilla, the towed ship remains where it was; it does not return home with the eternal ship.
- If **Eternal** is cancelled and then the ship sinks, it is removed from the game like any normal ship; it does not return to your home island at a later time. **Eternal** must be applied immediately after the ship sinks or it has no effect.
- If a sea creature with the **Eternal** keyword is eliminated, it returns to its home island and may be given repair actions to replace missing segments. This is the only time it may be repaired; if it leaves the home island before completing repairs, for any reason, it cannot return and repair any additional segments until it is completely eliminated again.
- If a ship or one of its crew has any ability that prevents it from docking at its home island, such as **Mercenary**, **Eternal** cannot function so the ship will sink (and remain sunk) following the normal rules. The abilities of unique treasures (*Plague, etc.*) will not prevent the use of **Eternal** because they are removed when the ship sinks.
- A facedown crew with the **Eternal** keyword may be revealed immediately *after* the action or effect that would sink the ship is applied, but before the ship is removed from the game. The ability is applied to the ship and its crew, not just the crew with the **Eternal** keyword.

Ex-Patriot (keyword)

- A crew with this keyword may use its abilities on any ship regardless of the ship’s nationality.
- When a crew with this keyword is placed on a ship, that ship immediately gains the **Mercenary** keyword; if this occurs during setup the ship must immediately be relocated to a position **S** away from your home island.
- If a crew with this keyword is aboard a ship, other crew of the Mercenary nationality may also use their abilities aboard regardless of the ship’s nationality.
- This keyword does not change a ship’s nationality, so crew matching its original nationality may still use their abilities aboard normally.
- A crew with this keyword may be placed facedown on a ship during setup; if it is, the ship begins the game docked at its home island. The **Mercenary** keyword supplied by this ability has no effect until the crew is revealed.
- If this keyword is cancelled, the ship loses the **Mercenary** keyword (*it may dock at its own home island*), and crew of the Mercenary nationality (*including the crew with this keyword*) cannot use their abilities unless the ship also belongs to the Mercenary nationality or some other ability allows their abilities to function.
- The **Mercenary** keyword provided by this ability may be cancelled directly in order to allow the ship to dock while still retaining all other effects of the **Ex-Patriot** keyword.
- See also: **Mercenary** (keyword)

Explorer (keyword/ability)

“This ship may dock and explore a wild island using the same move action.”

- The “explore” provided by this ability is considered a free explore action for the purposes of all other rules and abilities.
- This ability applies specifically to wild islands. It has no effect on other ships, wrecks, or home islands.

Fear (keyword)

- This keyword may be cancelled. However, this ability is applied at the beginning of a turn so it occurs before any other ability cancellers can be used this turn. If **Fear** does not prevent the use of the canceller’s ability (*on a roll of 5*), only then can it be cancelled.

Fire Masts

Bombardier (keyword), Exploding Shot, Firepot Specialist, Fire Shot, Mirror of Archimedes, Morgawr, Tiamat

-A fire mast does not count as a standard mast:

--It has no cannon so it cannot shoot.

--It does not count for ramming, boarding, or terrain rolls.

--It cannot be removed when this ship is hit or would have a mast removed/eliminated/replaced.

--It does not block lines of fire for any ship.

--It cannot be targeted by other ships or abilities.

--A ship with only fire masts remaining is **treated the same as a ship with no masts (usually derelict)**.

-The fire mast text states to roll before giving the ship an action. If the ship is not given an action during a turn, no roll is required; this means the fire will not have the chance to spread, but will not have the chance to go out either.

-Additional actions, such as an “*extra action*” or “*the same action twice*”, will trigger fire mast rolls because they are full, non-free actions. Free actions such as ramming or boarding will not trigger a fire mast roll.

-If a ship is given an action but fire masts spread to all of its remaining masts it immediately becomes derelict. If the action can still be legally given to the ship while it is derelict it may be completed normally. If it cannot, the ship may be given a different action instead. If there is no longer any action it can legally be given, the action is lost.

-A ship with only fire masts remaining is derelict and may be towed. However, this will not prevent it from being scuttled on its next turn per the fire mast rules.

-The scuttle from fire masts does not have to occur at the beginning of your turn; it may occur at any time during that turn. If all fire masts are removed and/or at least one standard mast is repaired before that happens, the ship does not have to be scuttled.

-The scuttle from fire masts happens automatically; no die roll “attempt” occurs.

-The ability “*this ship eliminates two masts with a single hit*” does not increase the number of fire masts placed on the target ship because it applies only to mast elimination, not replacement. If both abilities are available, you must choose one or the other.

-The ability “*two hits from the same shoot action are required to eliminate one of this ship’s masts*” has no effect on fire masts because it only prevents mast elimination, not replacement.

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Fire Masts (continued)

-Defensive pieces, such as the outrigger of a catamaran or the panels of a turtle ship, will not protect that ship from fire. If the shot hits (*catamarans may roll to ignore the hit*), the defensive piece is removed and one mast is replaced with a fire mast.

-If a ship with fire masts submerges, those fire masts continue to function normally and are not automatically removed. **In this situation the fire mast tokens do not necessarily represent open flames on the exterior of the ship. Instead, they are used only as visual aids to indicate some unspecified form of ongoing damage such as interior fires in a submarine or a poisonous/toxic substance affecting a sea creature.**

Flotilla (keyword)

-The base move reduction to **S** while towing applies only when towing a derelict. When towing a flotilla, a ship retains its entire printed base move but cannot use any other ship or crew abilities that modify its base move, including those that add +**S** (*Helmsman*) or +**L**, those that allow a “stern turn”, those that provide a base move with no masts (*Oarsman*), and the **Windcatcher** keyword. Movement effects provided by sources other than the ship and its crew (*such as terrain, events, and Mysterious Islands*) are applied normally.

-A flotilla must begin the game in contact with (docked at) your home island. However, it may be placed so that it is also in contact with a friendly ship, which may tow it away during your first turn.

-A friendly ship may tow a flotilla if it is touching any part of that flotilla.

-A flotilla may be rotated to any facing when the towing ship moves, but it cannot move or rotate on its own.

-A flotilla may shoot before the towing ship is given a move action or after the entire move action is completed, but it cannot shoot during that ship’s move action.

-The line of fire for a flotilla’s cannon is not blocked by its own hull or flag.

-A flotilla is considered a ship, so abilities and effects that refer to ships may be applied normally.

-A flotilla does not have masts, so abilities and effects that refer to masts have no effect.

-Crew that take up no space, generate cargo space, or link to all ships of a nationality may be placed aboard a flotilla, and may use their abilities as applicable.

-(Continued...)

Flotilla (*continued*)

- An oarsman will not allow a move action because flotillas can be given only shoot and repair actions.
- If a flotilla is towed through a whirlpool it must roll for the effect. Its flag cannot be eliminated, but any crew or treasure aboard can still be eliminated.
- If the **Flotilla** keyword is cancelled, only one hit is required to eliminate its flag and it may be rammed and boarded. It is considered derelict if it has no flag, but it cannot be towed and cannot be given a move action (via the **Oarsman** keyword/ability) because it has no bow.

Galley (keyword)

- A ship with this keyword cannot be pinned by any means, including the effects of the **Sea Monster**, **Titan**, and **Scorpion** keywords.
- A ship with this keyword may be surrounded and immobilized by a kraken or octopus, because the effects of those keywords do not pin the ship.

Ghost Ship (keyword)

- A “ghostly” ship may shoot and be shot at. Ghostly only affects actions and abilities that require direct physical contact between the ship and other ships, islands, or terrain.
- The effect of being ghostly works both ways; that is, this ship cannot ram or be rammed, cannot pin or be pinned, and cannot board or be boarded. Other ships may pass through this ship while it is ghostly, but cannot end a move action so that it would overlap with this ship.
- The effect of ghostly only applies when the ship is moving. If it stops on terrain, the effects apply normally.
- The effect of ghostly applies any time this ship moves, whether it is due to a move action or any other means.
- Ghostly ships do block lines of fire for other ships.
- If this ship becomes “ghostly” while pinned, it is no longer pinned and may move away normally.
- If this ship is surrounded by a kraken or octopus, becoming ghostly will not allow it to move away. A surrounded ship is not considered pinned; it simply cannot move, so ghostly has no effect.

“Give this ship a move action but do not move her. Instead, roll a d6. On a result of 5 or 6, move an enemy ship L in any direction.”

George Washington Lebeaux, Jean Desailly, “Screaming” Mimi, Tsuru

- If this ship cannot be given a move action, it cannot use this ability.
- This ability may be applied if the target is pinned or derelict. The target does not have to be capable of movement.
- This ability is considered an outside force that moves or pushes a ship. *See: Abilities That Move Ships*
- If this ship also carries a crew with the **Captain** keyword/ability, it may shoot after using this ability because it was given a move action.
- This ability cannot be combined with the **Navigator** keyword because both abilities apply *instead of* the movement. If both abilities are present on the same ship, you must choose to use one or the other.

Helmsman (keyword/ability)

“This ship gets +S to her base move.”

- This ability does not provide a move action. If the ship is derelict, pinned, or cannot move for any other reason, this ability has no effect.
- The movement bonus provided by this ability is applied after the ship’s base move. If the ship’s printed base move is reduced for any reason, this ability may be applied in addition to that reduced movement. For example, if a ship with a Helmsman is towing a derelict, it may move S+S.

Hoist (keyword)

-The ship's hoist must be able to physically touch an island or ship to make a transfer. **Submerged ships cannot be touched so they are not valid targets even if they would otherwise be in range.**

-A ship is not considered docked if its hoist touches an island, unless its bow is also touching the island.

-The physical hoist piece does not block lines of fire when shooting and cannot be used to ram or pin other ships, but it can be used when targeting this ship with a shoot action, when using abilities that apply "*within S (or L)*", and when determining if this ship is touching another game piece.

-You may give this ship a free explore action using the Hoist keyword, move to dock with an island, and then use an Explorer crew to gain a second free explore action during the same turn.

-When this ship is given an explore action, all game pieces touched by the hoist are considered "targets" of the explore action. You are not required to explore **all** game pieces that are within range of the hoist.

-Any unique treasures found on a wild island are loaded onto this ship and applied to it normally; they may then be transferred to other ships as part of the same explore action, if able.

-If a hoist ship also has an ability that states, "*You own any derelict this ship explores; both ships become docked at your home island*" and there are multiple derelicts within range, it can take only one to your home island. The ability says "*both ships*", not "*all ships*". However, you may transfer cargo to or from those other ships before docking the hoist ship and the chosen derelict at your home island.

-See also: **Moving Parts**

Hostile: X (keyword)

-The **Hostile** keyword applies only when building your fleet and when placing crew from outside of the game. It does not prevent you from capturing ships or crew of the specified nation during the game.

Icebreaker

-A ship with this keyword does not take damage when it *rams* an iceberg. It does take damage if it is struck by a moving iceberg or if they make contact in some other way.

"If a sea monster begins its move within L of this ship, it gets +L to its base move."

El Pescador, Hag of Tortuga, "Jerky" Johnson, Jules Arnaud, Sargasso Nightmare, Serpent's Fang

-This movement bonus is applied to the sea monster, not the ship with this ability.

-This ability applies only to sea *monsters*. It has no effect on titans, sea dragons, krakens, or octopi.

-If a sea monster gains this ability it does not provide the movement bonus to itself. Measurement for a "*within x*" effect starts at the edge of a ship (sea monster) and goes outward.

"If a ship wins a boarding party against this sea monster, that ship loads one of this sea monster's segments. It takes up no cargo space and becomes a treasure worth 2 gold when unloaded at its home island."

Ophidious

-When a segment is loaded by another ship it is considered "eliminated" from this sea monster.

-If this sea creature returns home using **Eternal** but one or more of its segments are still aboard other ships they may still be repaired. Replace the captured segment(s) on other ships with tokens or markers as necessary, and repair this sea creature as normal.

-There is no limit to the number of segments that can be carried by a single ship. It is theoretically possible to have more captured segments from this sea creature in play than it had when first constructed.

-If a ship or one of its crew has the ability to eliminate a mast when it wins a boarding action, it does not load two segments at once; it will load one and eliminate another.

-If an opposing ship loads a segment and then you capture that ship, you may unload that segment for gold at your own home island.

“If this sea monster is within S of a wild island and S of a friendly ship, you may place one treasure from that wild island on that ship as a free action.”

Intermediario

-This ability allows you to place one treasure on each ship per turn. If you have multiple ships within S of this sea monster you may use this ability multiple times in a single turn.

-This ability may be used if this sea monster and/or the target ship is submerged.

-You may choose the treasure that is transferred, but if it is facedown you cannot look at it until after placing it on the target ship.

-Placing the treasure is treated as if the target ship loaded it directly from the island. If the target ship does not have at least once cargo space open or some other ability would prevent it from loading the treasure, it cannot be targeted by this ability. Abilities that refer to loading (*but do not require an explore action*) may be triggered normally.

-The island does not have to be previously marked as “explored” to use this ability.

-The use of this ability is not considered an explore action; the island is not considered explored and you do not place an “explored” marker after making the transfer.

-If the treasure is a unique treasure, it is treated as if the ship found it while exploring the island.

--If the UT is normally loaded face-up you must reveal it and apply the effect immediately.

--If the UT would normally remain on the island you must reveal it, apply the effect, and then place it back on the island.

--If the UT is normally loaded facedown it remains facedown until used.

-If Blood Money (UT) is face-up on the island and the target ship is not Spanish, it must eliminate a crew as required in order to load the treasure. You cannot choose to return the treasure to the island after looking at it to avoid the loss of a crew; if a crew *can* be eliminated it *must* be eliminated. If no crew of sufficient cost aboard that can be eliminated to satisfy Blood Money, only then is the chosen treasure returned to the island.

-This ability may be used to take treasure from an island with a fort, because that island is still considered “wild”.

--You cannot take treasure from a *friendly* fort if the total gold value remaining on the island would be less than the gold cost of the fort.

--You may take treasure from an *opposing* fort even if the total gold value remaining on the island would be less than the gold cost of the fort; if this occurs, the fort remains in play and continues to function normally.

-If Wolves (UT) is face up on the island this ability cannot be used to take treasure. If Wolves is face down, you may take treasures normally until the UT is revealed through the use of this ability or by normal exploration. Any treasures loaded prior to Wolves being revealed may be kept.

“If this ship (sea monster) ends her turn in a fog bank, on her next turn she may use her move action to move out of any other fog bank in play.”

Alligator, Hangman’s Joke, Howl, Mistwalker, Needle, Sea Hag

-After you choose a fog bank to move out of, a die roll is required to determine the precise exit location.

-If this ship enters a fog bank and remains inside on the following turn, this ability cannot be used to exit a different fog bank. It must be used on the turn immediately after entering a fog bank or it has no effect.

-This ability may be used with a fog bank created by a smokepot specialist/shot as either an entry or exit point, even if there are no other “permanent” fog banks in play.

--When the fog bank is removed at the beginning of your turn, you may choose to roll and place this ship immediately (*per normal the rules for smokepots*) or you may choose to have it remain “inside” the fog. If it remains in the fog, the ship must exit another fog bank before the end of your turn; if it does not exit, it is removed from the game instead.

“If this ship isn’t assigned a Helmsman crew, roll a d6 after this ship resolves a move action. On a result of 4-6, this ship can move L.”

HMS Snipe, Neptune’s Hoard, USS Plymouth Rock

- This ability refers to all crew with the **Helmsman** keyword/ability, not just generic helmsman.
- This ability cannot be used while towing a flotilla.
- If this ship carries a Captain crew, the shot provided by that ability occurs before rolling for this ability or applying the additional movement.
- This ability cannot be used by a ship that is pinned. If this ship rams an enemy ship, it cannot use this ability unless the enemy ship has no masts remaining.
- The additional movement provided by this ability cannot be used to ram another ship because it applies after the entire move action has been resolved.
- The movement provided by this ability is considered to be made by the ship itself. *See: Abilities That Move Ships*

“If this ship succeeds at a boarding party, choose two of the following: eliminate a crew, take a treasure, or eliminate a mast.”

- You must choose two different options; you cannot choose a single option twice.

“Instead of giving this ship an action this turn, you may give another ship in your fleet two actions.”

Capitaine Baudouin Deleflote, Lord Mycron

- If you use this ability, this ship cannot be given any other actions this turn regardless of how many it could generate or would normally have available. This restriction also applies to free actions such as making a scuttle attempt or transferring crew to or from an island.
- If some other ability or effect (*Mermaids, Rum, Natives, etc.*) prevents this ship from being given an action this turn, this ability cannot be used.
- This ability specifically allows the target to be given two actions during a single turn. If it has already been given a second action this turn, by any means, this ability will have no effect on it.

Kraken (keyword)

Octopus (keyword)

- All rules, abilities, and other effects that apply to sea creatures with the **Kraken** keyword also apply to sea creatures with the **Octopus** keyword. The name of the keyword was changed for copyright reasons after the *Pirates of the Caribbean* set, but for all other intents and purposes they are considered the same ability.
- A kraken cannot submerge, so abilities that allow a ship to shoot at submerged ships within **S** have no effect.
- A kraken can shoot only when it is surrounding a ship, and it can shoot only at that ship.
- A surrounded ship may shoot at and be shot at by other ships if a clear line of fire can be drawn without crossing the kraken’s base.
- Abilities that prevent a ship from being pinned or those that activate when pinned have no effect when a ship is surrounded. A surrounded ship is not considered pinned; it simply cannot be given a move action.
- If a ship (*such as a longship or a galley*) will not physically fit inside the kraken, you may temporarily remove some of the kraken’s tentacles and set them on or near its baseplate to provide room for the ship. When the ship is removed, replace those tentacles as necessary.
- A kraken may surround a submerged submarine or sea monster, but does not force it to the surface. The submarine or sea monster cannot shoot the kraken until it returns to the surface.
- A kraken may surround a ship that is docked, and the ship remains docked. If it is the ship’s home island, the kraken cannot shoot it.
- The ability to surround a ship within **S** is not limited to once per turn, so it may be “chained” to move from one enemy ship to another provided that each is within **S** of the kraken immediately prior to being surrounded.
- Abilities and effects that refer to “krakens” apply only to sea creatures with the **Kraken** or **Octopus** keywords, not the smaller 5-segment “krakens” with the **Sea Monster** keyword.
- If the **Kraken** keyword is cancelled, the kraken cannot surround ships within **S** and may shoot and be shot at by ships without surrounding them. A ship that was previously surrounded may move away normally.
- Captain Davy Jones’ ability to declare a target for a kraken works as a toggle. Once activated, the kraken remains “locked-on” to the target until Davy Jones’ ability is used again to change or cancel the target, or the target sinks. The cancellation of Davy Jones’ ability (*or his elimination*) does not “unlock” the kraken or remove the +**S** movement bonus.
- (Continued...)

Kraken/Octopus (continued)

-Captain Davy Jones' ability only provides the kraken with a +S movement bonus. "Move toward" and "shoot at" are separate clauses that restrict what a kraken may do when benefiting from that additional movement. They do not refer to a single move action, and do not grant the **Captain** ability.

"(L)-range cannons cannot hit this ship."

-This ability refers to the type of cannon, not the range at which it is firing. **L**-range cannons cannot hit this ship at any range.

-A ship with this ability *is* a valid target for a shoot action by a ship with only **L**-range cannons. Any shots fired at this ship by **L**-range cannons automatically miss regardless of the die roll.

-A shoot action using the **Broadsides Attack** keyword overrides and ignores this ability, even if the attacking ship has only **L**-range cannons.

Limit (keyword)

-Only one game piece with this keyword is allowed in your fleet at a time. If the use of any ability or action would result in multiple **Limit** keywords appearing in your fleet, it cannot be used.

-If a crewmember has the **Ransom** keyword in addition to **Limit**, or it is captured by another ability that makes it worth gold, that crew's **Limit** keyword is ignored while on the opposing ship. **This is because Ransom and the Capture (Gold) ability disables all other abilities of that crew, including Limit, when the capture occurs.**

Longship (keyword)

-A ship with this keyword cannot be pinned by any means, including the effects of the **Sea Monster**, **Titan**, and **Scorpion** keyword.

-A ship with this keyword may be surrounded and immobilized by a kraken or octopus, because the effects of their keywords do not pin the ship.

-When this ship is given a shoot action you may roll two dice for each mast. For example, if a longship has three masts it can make a combined total of six die rolls.

-You may choose different targets for each cannon on a mast, and you may roll them individually. If you wish to roll both dice at once, you must designate which die applies to which target before rolling.

-Crew specialists and shot equipment are applied to individual cannons rather than masts, so the **Longship** keyword will not double their effects. If assigned to a mast, one cannon uses the specialist/equipment while the other is fired normally (*or may have a different specialist/equipment assigned to it*).

-A Musketeer adds a single cannon to the ship, not a mast, so it will provide only one additional shot, not two.

-The **Cannoneer** keyword applies to a single cannon, not a mast. If one or both cannons on a mast miss, a cannoneer will allow only one additional shot.

Loyal: X (keyword)

-The Loyal keyword applies only when building your fleet and when placing crew from outside of the game. If all other game pieces to which a crew is loyal are eliminated, it remains in play and continues to function normally.

Marine (keyword)

- When a Marine is on an island:
 - The line of fire for shooting purpose may be drawn to or from any part of the island.
 - Ships may dock and explore the island normally, but cannot load an opposing Marine.
 - Forts may be built on the island normally; opposing forts and Marines may attack each other.
- When a Marine is on a ship:
 - All standard crew rules apply, including point and cargo limits. A Marine can use its abilities only if its nationality matches that of the ship or some other ability specifically allows it.
 - It can be affected by any abilities or effects that apply to crew or cargo.
 - Actions given to the Marine are completely independent of actions given to the ship, and vice-versa. The Marine's cannon is *never* included when the ship is given a shoot action.
 - Lines of fire may be drawn *from* any part of the ship; it cannot be targeted directly with a shoot action.
 - It may shoot even if the ship is derelict.
 - It may shoot even if the ship is submerged.
 - Shot equipment and crew specialists cannot be assigned to a Marine.
 - Abilities that modify the range or die roll of a ship's cannons do not apply to a Marine.
 - Additional actions given to the ship do not provide any additional actions to a Marine.
- In order to capture a Marine, you must use one of the following methods:
 - Capture (tow) an enemy derelict; all crew aboard, including any Marines, will immediately become part of your fleet.
 - Use an ability that specifically allows you to capture or possess a crew from an opposing ship.

“Masts on this ship cannot be eliminated by shots unless the cannon roll is a 6.”

Pestilence

- If the attacking ship has an ability that gives it +1 to its cannon rolls, it can eliminate a mast on this ship with a roll of 5 or 6.
- This ability applies only when shooting; it has no effect on ramming.
- This ability applies only to mast *elimination*; it has no effect when a mast would be replaced by a fire mast.

Mercenary (keyword)

- The **Mercenary** keyword and the Mercenary *nationality* are independent concepts that cannot be used interchangeably. The presence of one does not require the presence of the other.
- Non-Mercenary crew cannot use their abilities aboard a Mercenary ship, unless an ability specifically allows otherwise.
- Generic Mercenary crew cannot use their abilities aboard a non-Mercenary ship, unless the ship also contains a crew with the **Ex-Patriot** keyword or some other ability allows it.
- Ships with the **Mercenary** keyword may use abilities that allow them to dock at an enemy home island, but cannot use any abilities that would allow or require them to dock at their own home island.
- If the **Mercenary** keyword is cancelled, the ship may dock normally at its own home island. When the cancellation effect ends, the ship immediately becomes undocked. Do not move the ship away from the island, but place a marker or use some other method to indicate that it is no longer docked. In order to dock again, the keyword must be cancelled again and the ship must move (or be moved) in some way.
- Abilities that provide +1 to cannon or boarding rolls against Mercenary ships may be applied if the target is a member of the Mercenary nationality and/or if it has the **Mercenary** keyword.

Musketeer (keyword/ability)

“This ship gains one 3S cannon that can't have its range or rank increased. It can shoot from any mast (even an eliminated mast).”

- A crew with the **Musketeer** keyword/ability adds a cannon to a ship that can be fired only when the ship is given a shoot action. Unlike a crew with the **Marine** keyword, it cannot be fired independently of the ship.
- This ability does not provide a shoot action to a ship. If a ship with a Musketeer is derelict it cannot shoot unless some other ability specifically allows it to be given a shoot action or causes it to no longer be considered derelict.
- If a ship is given a shoot action and uses the **Broadsides Attack** keyword, the cannon provided by a Musketeer is ignored for the entire duration of that action. It does not apply to or affect the attack in any way, and cannot be fired in addition to the attack regardless of the result.

Native Canoe (keyword)

- Native canoes can only be added to a starting fleet by first adding a crew with the **Chieftain** keyword.
- Native canoes have no individual point costs; the cost printed on the deckplate is assumed by their Tribal Chieftain.
- All other statistics (*cargo space, base move, ability text, etc.*) shown on the Native Canoe deckplate are applied to each canoe independently, not collectively.
- Native canoes cannot be assigned crew or equipment because the canoes lack individual point costs.
- Abilities and effects that refer to ships can target and affect native canoes.
- Abilities and effects that refer to masts have no effect on native canoes because they do not have masts.
- Native canoes can load and use unique treasures just like any other normal ship.
- When a native canoe is carrying cargo, place the cargo token(s) under or near the individual canoe to indicate which is carrying it; do not place the cargo on the deckplate card.
- If the **Native Canoe** keyword of an individual canoe is cancelled...
 - It can ram and be rammed, pin and be pinned, and board and be boarded.
 - It may tow other ships.
 - It can have its cargo space increased by a **Cargo Master**.
 - It (still) cannot be assigned crew or equipment.
- A native canoe is never considered derelict and cannot be towed, even if its keyword is cancelled.
- Native canoes cannot be captured by any means.
- See also: **Chieftain** (keyword)

Navigator (keyword)

- The use of this ability is optional. If you give this ship a move action you may move it normally instead of rolling for this effect.
- Rolling for this ability uses up the entire move action, whether the roll is successful or not.
- If a ship cannot be given a move action because it is pinned, derelict, or any other reason, it cannot use this ability.
- This ability is not limited to “once per turn”. If this ship can be given an additional move action it may use this ability a second time during a single turn.
- Canceling this ability will only prevent the die roll and the placement of new trade currents; it has no effect on trade currents that have already been placed.

Oarsman (keyword)

“This ship is not derelict when all her masts are eliminated; she gains a base move of S, but can’t ram other ships. This crew takes up no cargo space.”

(Original text: “If derelict, this ship gains a base move of S. This crew takes up no cargo space.”)

- Since this ability states that the ship is not derelict even if it has no masts:
 - It cannot be towed by other ships.
 - It cannot be targeted by abilities that refer to derelicts.
 - It cannot make scuttle attempts.
 - It may be given a shoot action if it also has an ability that provides a useable cannon (**Musketeer**, etc.)
- If this ship has no masts remaining and is hit it will sink, whether it was considered derelict or not.
- Unless an ability specifically states otherwise, a ship with no masts cannot pin or ram opposing ships, even though it is not derelict and can still be given move actions.
- The updated keyword version of this ability does not apply to ships with the original text version of this ability printed on their deckplates nor does it apply to ships with the **Galley, Longship, or Turtle Ship** keywords; those ships are considered derelict when they have no masts, even though they can still move.
 - You may assign an Oarsman to a ship with one of those abilities in order to prevent it from becoming derelict and to prevent its capture, without violating the no-stacking rule.

Octopus (keyword)

- See: **Kraken** (keyword).

“Once at the beginning of each of your turns, roll a d6. On a result of 6, no abilities except Parley can be used until the beginning of your next turn.”

Cursed Captain Jack

-This ability must be used before applying any other “beginning of turn” abilities or effects.

-The die roll for this ability is not mandatory.

-If you roll a 6 for this ability...

--All abilities, with the exception of **Parley**, are ignored regardless of their sources. This includes the abilities of ships, sea creatures, crew, equipment, forts, unique treasure, and events.

--Actions and free actions may be given to your ships normally, provided they are not generated by or require the use of any abilities.

--Links, except those provided by abilities, function normally.

--Forts still function normally (*excluding their printed abilities*).

--Markers indicating islands you have explored function normally.

--Mysterious Islands function normally.

-If any events are in play when this ability is applied, their effects are ignored but they are not removed from the game. When the effect of this ability ends, any events in play resume their effects as normal.

-If a ship explores an island and finds a unique treasure, it is loaded and revealed per the standard rules but remains dormant until the effect of this ability ends. If the UT would normally be loaded facedown it remains face up. If the UT would normally remain on an island when found, it is placed on the wild island that was most recently visited by this ship.

“Once each time this ship is given an action, you can roll 2d6 any time you would roll a d6. Choose the result you want to use.”

Diamond Nelson Turner, Hermione Gold

-This ability may be applied to every action this ship is given, including to free actions generated by other actions.

-This ability cannot be applied when this ship is affected by an action given to another ship, even if this ship is required or allowed to make a die roll.

-If an action (*such as a shoot action*) involves rolling multiple dice, whether those rolls are simultaneous or sequential, this ability applies to only a single die during that action.

-This ability cannot be applied to a shoot action using the **Broadsides Attack** keyword (“no other abilities”).

-Re-roll abilities and Runes of Thor/Loki apply to only one of the two dice provided by this ability. You may choose which of the two dice to use after their results have been altered.

“Once per turn before you give this ship an action, roll a d6. On a 5 or 6, this ship may be given the same action twice.”

-See: **Born Leader** (keyword)

“Once per turn give any ship in your fleet +1 to her cannon rolls.”

Roberto Santana, Thomas Gunn

-This ability applies once per turn, to a single shoot action.

-A ship with this ability aboard may apply this bonus to itself.

-This bonus may be applied to sea creatures and flotillas.

-This bonus cannot be applied to crew with the **Marine** keyword or forts, because they are not “ships”.

“Once per turn if this ship is touching another ship, reveal all face-down treasure aboard the other ship. This ship can take as much unique treasure from the other ship as she can carry, even those that otherwise can’t be removed.”

Deveraux, Maman Brigitte, Rollando, Sir Jeremy Rothschild, Thomas Tew

-Early versions of this ability did not include the “*even those that otherwise can’t be removed*” phrasing in their text, but are intended as the same ability so they are considered to have that full text.

-If a unique treasure is revealed by this ability it does not have to be used immediately, but it remains face up.

-If the other ship has multiple unique treasures aboard you may choose which to take. You are not required to take them all, and you may choose to take none.

-This ability overrides any and all unique treasure abilities that would prevent them from being removed or unloaded from a ship, **except Holy Water and Davy Jones’ Heart** (*which prevent the use of this ability*). It also overrides ship or crew abilities that would prevent the removal of treasure.

“Once per turn, if this ship is within S of an island, you may mark the island as explored without docking at it. The island becomes unexplored in regards to all other players.”

-This ability does **not** provide an explore action and does **not** allow you to look at any treasure on the island. It only allows the placement of an “explored” marker, which will allow your ships to explore as a free action when they dock at the island.

-This ability may be used in conjunction with the Hidden Cove event to dock at an island and then mark it “explored”. However, this will not allow the ship to explore the island immediately as a free action because the island was not marked when it docked. The ship must move away and re-dock in order to use the marker’s effect.

“Once per turn, reroll any die roll made for this ship; you must use the second die roll result.”

-You may re-roll the effects of any actions given to this ship (ramming, boarding, etc.) or the effects of any abilities used by this ship, with the exception of a shot using the **Broadsides Attack** keyword.

-You may re-roll crew abilities, provided that the effect of that ability applies to or is used by the ship.

-If an ability or effect requires multiple dice to be rolled *at the same time* this ability will allow you to re-roll those dice. If you do, you must re-roll all of the dice; you cannot choose to keep some results and re-roll others.

-If an ability or effect requires multiple dice to be rolled but they are *not* rolled at the same time (*such as cannons during a shoot action*), this ability allows you to re-roll only one die.

-The shoot action provided by a crew with the **Marine** keyword cannot be re-rolled, because that action is applied independently of the ship.

-The abilities of fire masts and unique treasures may be re-rolled.

-Icebergs and the terrain ratings of reefs and Sargasso seas cannot be re-rolled.

-You may re-roll an attempt to become untangled from a Sargasso sea and you may re-roll the exit location when leaving a fog bank.

-Mysterious Island effects cannot be re-rolled.

“Once per turn, roll a d6. On a 1-4, you may give this ship an extra action; on a 5, you may give any ship you control an extra action; on a 6, you may give an enemy ship an action.”

-See: **All-Powerful** (keyword)

“Once per turn, this ship may move S after unloading cargo.”

Lady Newport, Pescados del Plata

“Once per turn, this ship may move S after loading treasure.”

La Monarca, USS Oregon, Wasp

Treasure Ship (keyword)

Baochuan, Guichuan

-The location of the cargo or treasure must be different before and after using this ability. You cannot unload (*or load*) an item to trigger the bonus and then immediately load (*or unload*) the same item before moving.

-This ability may be applied *any* time the required transfer is made during your turn, even if that occurs due to a boarding action or some other ability.

-The movement provided by this ability is not a move action, so abilities and effects that refer to or apply to move actions cannot be used.

-A ship may use this ability even if it is derelict.

-The movement provided by this ability is considered to be made by the ship itself. See: **Abilities That Move Ships**

“Once per turn when this ship is given a shoot action, choose a cannon and roll 2d6. Choose the result you want to use.”

Sir Rupert Hargreaves

-This ability may be applied to each and every cannon you “choose” to fire during a single shoot action.

-This ability cannot be applied to a shoot action using the **Broadsides Attack** keyword (“*no other abilities*”).

-This ability may be applied to a cannon provided by a **Musketeer**, but has no effect on a shot taken by a **Marine** because that is an independent action and does not occur as part of a shoot action given to the ship.

-Re-roll abilities and Runes of Thor/Loki apply to only one of the two dice provided by this ability. You may choose which of the two dice to use after their results have been altered.

-If both dice miss and you use a **Cannoneer** you may apply this ability to the additional shot because it occurs as part of the same shoot action.

“Once per turn, you may eliminate one of this ship’s crew to give her an extra action.”

-The target crew must be completely eliminated and must remain eliminated for the remainder of the game or this ability cannot be used.

-This ability has no effect if the crew cannot be eliminated or if a friendly ability would allow the crew to return to play after being eliminated.

-This ability cannot be used with a “doctor” to turn a crew facedown. However, you may choose to not use the doctor ability in order to eliminate the crew normally.

-This ability can be used if an *opposing* ability prevents elimination or allows eliminated crew to return to play; if that opposing ability is applied successfully, the extra action gained from this ability is lost.

“One of this ship’s treasures is worth +X gold when she docks at your home island.”

“One of this ship’s treasures is worth +X gold when unloaded at your home island.”

“Each time this ship unloads gold at your home island, one treasure coin is worth +X gold.”

-These abilities have no effect on the values of unique treasures.

-All of these abilities are considered to have the same trigger despite the slight differences in text (*dock vs. unload*), so whether or not they can be legally stacked depends solely on their results. A +2 gold ability may be stacked with a +1 (*for a combined +3*), but a +2 cannot be stacked with another +2 and likewise with two +1 abilities.

-The ability of a Silver Explorer may be stacked with any of these abilities because it applies specifically to silver treasure, not treasure in general.

-See also: ***Abilities That Modify Gold Values***

Parley (keyword)

-This ability can be applied only when a ship is targeted with a shoot action, and only prevents a ship from being shot at; it cannot be triggered by (and has no effect on) ramming, boarding, or the use of any other abilities.

-The player using **Parley** may choose whether the treasure is taken from the ship being targeted or the home island; once the location is determined, the specific treasure is chosen randomly from those available.

-If multiple opposing ships are in a position to attack a single ship with this ability, the ship is only required to parley once; that will prevent it from being targeted with a shoot action by *any* ship for the remainder of the turn.

-If multiple different ships with this ability are attacked, each must parley individually.

-If there is no treasure on the targeted ship or your home island you cannot parley. Treasure on another ship in your fleet or in a fort cannot be used instead.

-Unique treasures are included in the random selection only if they are facedown, have a gold value, or some other ability allows them to be unloaded at a home island. If a unique treasure cannot be unloaded to a home island and/or cannot be removed from the ship, it is ignored by **Parley** and is not included in the random selection.

-After a ship successfully parleys the enemy ship may attack a different target. If the opposing player chooses not to attack another target or there are no valid targets remaining within range, the shoot action is lost.

-If **Parley** is cancelled, the ship may be targeted with a shoot action normally. Any treasure tokens that have already been transferred are not returned to their previous owner.

“Place this crew face up during setup. You may build your fleet using 5 more points than the game’s build total.”

Administrator Scott Bratley, “Cannonball” Gallows, Commodore Matthew Perry, Countess Anita Amore, Hag of Tortuga, Li Quin, Vicomte Jules de Cissey

-This ability comes into play when the crew is placed on a ship, during setup. This occurs after building your fleet.

-This ability only allows you to add up to five points. If the total value of your fleet was less than the build limit of the game (*for example, 37 points in a 40 point game*) this ability *does not* allow you to add five points plus any leftover points. All leftover points must be accounted for prior to setup or they are lost.

-You may use the five points to add any combination of gamepieces (*ships, crew, events, equipment, etc.*) provided that their combined cost does not exceed five points.

-The build limit only applies when creating your fleet and during setup. Once the game has begun, the loss of this crew and/or its ability has no effect on the rest of your fleet, regardless of its point total.

Point Reducers and Modifiers

“Reduce the cost of all other crew placed on this ship by 1.”

Countess Diana Doone, Gaspar Zuan, Inquisitor Sebastian Blanco, Joshamee Gibbs, Phillipe du Brissac, Pierce Hollow, Ruth Lee, Sir Edmund, The Stump

“Crew placed on this ship cost no points, but they always take up one cargo space.”

Captain Charles Richard, Jonah, Princess Ariei Auraa, Robinson

-These abilities do not allow you to exceed the build limit of a game. They have no effect until placed on a ship during setup, which first occurs *after* building your fleet, so they only apply to the point limit of a ship.

-The point cost of a crew cannot be reduced below zero.

-If a point reducer is cancelled, eliminated, or turned facedown, the point values of all other crew on the ship return to their normal values. If this results in an illegal situation (*the total cost of crew exceeds the cost of the ship*) you must immediately resolve it by removing the excess crew from the game.

-The point reductions provided by these abilities apply to all *other* crew placed on the ship; the reduction does not apply to the crewmember with the ability.

Possession ability

“If an enemy ship is within S of this ship, you can use this ship’s action for the turn to try to possess a target crew on that ship. Roll a d6; on a result of 6, the target is immediately assigned to this ship. Its nationality changes to match the nationality of this ship.”

-The player using this ability chooses the target crew, and it must be chosen *before* rolling the die.

-This ability uses up the ship’s action for the turn only if it is successful. On a result of 1-5 this ship may be given actions normally.

-This ability applies only to the ship’s standard action for the turn and cannot be used with any additional actions.

-Crew “possessed” by this ability do not take up cargo space and do not count against the ship’s point limit.

-This ability may be used to target a crew with a point cost of zero (0) because it changes their nationalities.

-If a crew with the **Ransom** keyword is possessed by this ability it is not worth gold because it becomes a member of this ship’s fleet and can continue to use its abilities. It may be captured or eliminated for gold at a later time by any player opposing to this ship.

Ransom (keyword)

-Crew with this keyword can be eliminated only by an *enemy* ability or action, or by certain unique treasures.

--The effects of terrain and Mysterious Islands are not considered “enemy” actions or abilities, so they cannot be used to eliminate a crew with this keyword.

--A unique treasure can eliminate a crew with this keyword if it eliminates all crew aboard a ship when revealed, if it eliminates a crew randomly, or if it can be used by one player to directly affect another. If a UT *requires* the elimination of only some crew when revealed and the affected player may choose which to eliminate, a crew with **Ransom** cannot be chosen unless no other crew are available. If a UT produces an effect only *if* you choose to eliminate a crew (Altar of the Loa), you cannot eliminate a **Ransom** crew.

-A crew with **Limit** in addition to this ability may be captured normally by an opposing player that has a **Limit** crew elsewhere in their fleet. When the capture occurs, **Ransom** disables all other abilities of this crew (*including Limit*), so the restriction on items with the **Limit** keyword does not apply.

-Crew with this keyword cannot be unloaded to any island unless captured.

-Friendly abilities (*cancellers, doctors, etc.*) cannot affect a crew with this keyword.

-When a crew with this keyword is captured, it is only worth gold when the capturer unloads it at his or her home island. When a crew with this keyword is eliminated, it is worth gold immediately.

-If a crew with this keyword is captured and then is then taken or stolen by an opponent other than the original owner, it will be worth gold to that player when unloaded at his or her home island.

-If a crew with this keyword is captured by an opposing player but is then recovered by the original owner, it reverts to a crew and may use its abilities normally.

-If you sink a ship with a **Ransom** crew aboard you gain 1 gold, as if you had eliminated the crew directly.

-If a ship with a **Ransom** crew aboard is scuttled, whether it is due to a scuttle action, fire masts, or any other effect, no player receives gold for it.

“Reduce the cost of all other crew placed on this ship by 1.”

Countess Diana Doone, Gaspar Zuan, Inquisitor Sebastian Blanco, Joshamee Gibbs, Phillipe du Brissac, Pierce Hollow, Ruth Lee, The Stump

-See: **Point Reducers and Modifiers**

Reverse Captain ability

“After this ship resolves a shoot action, she may move as a free action.”

-The “move” provided by this ability is considered a free move action for the purposes of all other rules and abilities.

-This ability cannot be combined with the **Captain** ability. This ability requires a non-free shoot action, while the **Captain** ability requires a non-free move action.

Schooner (keyword)

-The “stern turn” provided by this ability applies as part of a move action; it is treated as an additional, final segment of movement that is applied after all other movement segments.

-If this ship makes contact with another ship or an island it must stop; any unused movement segments are lost. It cannot make contact with another object and then immediately use the stern turn to break contact.

Scorpion (keyword)

-Disregard all references to the blade’s rank; the Scorpion ship design was modified slightly after the rulebook had been printed. If the blade makes physical contact with a target, the attack automatically hits.

-Any part of the blade may make contact with the target, including the arm/handle.

-If this ship uses the **Captain** ability to move and shoot it can make only one blade attack, after completing the entire move action (including the free shoot action).

-Other abilities that apply to move actions may be used normally. For the purposes of timing and other interactions, the blade attack replaces ramming.

-The blade is not considered part of this ship’s bow for the purposes of docking or towing.

-Once a scorpion ship has pinned a ship, it may continue to attack with the blade on subsequent turns provided that it is given a move or shoot action each time the blade is used.

-If a scorpion ship pins a sea creature, that sea creature cannot submerge or become “ghostly” to escape the pin. The **Scorpion** keyword specifically allows the blade to pin sea creatures, which overrides both the rule that prevents sea creatures from being pinned and any abilities that would normally allow them to break a pin.

-The blade may be used to damage ships with abilities that state they cannot be pinned, such as **Galley**, **Longship**, or **Submarine**, but it will not pin those ships.

-Defensive pieces such as the panels of a turtle ship or the outrigger of a catamaran are ignored by a blade attack, and remain in place.

-The blade may be used to attack a flotilla. It will cause no damage because the flotilla has no masts, but it does pin the flotilla which will prevent it from being towed away by another ship.

-See also: ***Moving Parts***

Sea Dragon (keyword)

-Sea dragons cannot submerge.

-A swoop attack is considered a shoot action, so it cannot be used to attack a ship docked at its own home island.

-A swoop attack is not a *normal* shoot action and only eliminates masts; it does not use cannons or cause “hits”.

--It will not sink a ship with fewer than two masts remaining.

--Defensive abilities like *“this ship ignores the first hit”* or *“two hits are required to eliminate one of this ship’s masts”* have no effect.

--Defensive pieces such as the panels of a turtle ship are ignored.

--Abilities that modify the cannon rolls of friendly ships have no effect.

--Abilities that trigger upon a successful hit have no effect.

-When a swoop attack is made, the die is rolled and damage is done before placing the sea dragon next to the target.

--Defensive abilities like *“ships within S cannot shoot this ship”* will only apply if the sea dragon was within **S** of the ship before declaring the attack.

--A canceller can only prevent the attack if it is within **S** of the sea dragon when the attack is first declared.

--The **Parley** keyword may be used if targeted by a swoop attack.

-If the **Sea Dragon** keyword is cancelled, the sea dragon cannot move because a base move of “**D**” has no specific length. The sea dragon may still be given a normal shoot action (*not a swoop attack*), if it has a target available.

-A sea dragon is considered docked if it touches any part of an island.

-If a sea dragon lands in the center of an island, that island will block line of fire to and from the sea dragon except where parts of it (*particularly the wingtips*) extend outside of the island.

Sea Monster (keyword)

- This keyword overrides the general sea creature rules.
 - A sea monster may ram, board, and pin other ships.
 - If it wins a boarding action and has sufficient cargo space, it may steal a treasure.
- If the **Sea Monster** keyword is cancelled:
 - The sea monster immediately returns to the surface if it was submerged.
 - It follows all of the standard rules for sea creatures.
 - It cannot be rammed, pinned, or boarded, nor can it ram, pin, board, tow, be assigned crew, or be given repair or explore actions.
- See also: **Submerged**

Secret Hold (keyword)

- This keyword does not prevent the use of the ability that allows a ship to “...take as much unique treasure from the other ship as she can carry, even those that cannot otherwise be removed.” The text of that ability specifically makes it an exception to the rule that a “can not” ability takes precedence over a “can” ability, so it overrides this keyword and may be used to take unique treasures from this ship.
- This ability continues to function even if this ship is derelict. Opposing ships cannot use an explore action to take treasure from this ship unless they capture it first.
- If this ship uses **Parley**, the treasure token must come from its controller’s home island because this ability prevents treasure from being transferred from this ship by an enemy.

Shipwright (keyword)

“This ship may repair at sea or at any island.”

- This ability only modifies *where* a ship can be given a repair action; it does not provide the ship with a repair action. If the ship cannot be given a repair action due to some other ability or effect, the Shipwright has no effect.

Smokepot Shot

Smokepot Specialist

- The “smoke” placed by a Smokeypot follows all of the standard rules for fog banks.
- The smoke (fog bank) cannot be placed under or in contact with any other game piece.
- When the smoke (fog bank) is to be removed, if there are any ships “lost” inside the player whose turn it is should roll for each of their exit locations, place them accordingly, and then remove the fog bank.

Submarine (keyword)

- When a submerged submarine rams an opposing ship, it must move **S** away from the rammed ship *instead of* boarding. No boarding can occur unless an ability specifically allows otherwise.
- When the submarine moves after ramming:
 - It must move away from the rammed ship. It cannot move toward or under the ship.
 - Its bow must be **S** away from the point in which it rammed the other ship. It does not necessarily have to **S** away from the entire ship.
 - Its heading does not change; this movement is treated as if the submarine was affected by an outside force that moves or pushes a ship. See: **Abilities That Move Ships**
 - It cannot ram another ship; this movement is not a move action.
- Submerged ships cannot touch other ships. While the **Submarine** keyword allows it to ram other ships, it does not allow the use of other abilities that would apply when touching another ship.
- A submerged submarine cannot be given a repair action even if it carries a Shipwright, because it can only move while submerged. If derelict, it must return to the surface before repairing.
- If the **Submarine** keyword is cancelled, the submarine immediately returns to the surface if it was submerged and it functions exactly like a standard ship. It can pin, be pinned, tow, and be towed, and it will take damage if rammed.
- See also: **Submerged**

Switchblade (keyword)

- During a move or shoot action, you may extend and retract the blades as often as you wish.
- This ship does not have to stop moving when a blade makes contact with another ship.
- Direct physical contact between the blade and the target ship is required; if the blade passes over or under the target, or is blocked by some other game piece, the target cannot be rammed.
- There is no limit to the number of *different* ships that can be attacked with the blades during a single move action.
- A single opposing ship can be rammed only once per move or shoot action regardless of the number of times it could be touched by the blades or bow of this ship during that action.
- If a switchblade ship is able to move and shoot (Captain) or shoot and move (Reverse-captain) as part of a single action, it can only ram each opposing ship once during that action. This ship must be given an additional, non-free action in order to ram each opposing ship a second time during the same turn.
- Ramming with the blades occurs at the same time as a standard ram. If this ship has a crew with the Captain ability, all ramming occurs after shooting.
- Ramming with a blade is treated the same as a standard ram using the ship's bow. After resolving the ram, the opposing player may initiate a boarding action if the attacker declines.
- See also: Moving Parts*

“This crew takes up no cargo space when revealed. When revealed, put a crew with point cost 2 or less from outside of the game onto this ship.”

Amos, Cameron the Cabin Boy, Claude Perier, Padre Francisco, Sensei Xu

- The point limit of the ship applies normally. If adding a crew would exceed that limit, this ability cannot be used.
- If this crew is turned facedown by a doctor or some other effect, this ability may be used again.
- This ability cannot be used to duplicate a named crewmember currently in your fleet.

“This sea monster can attack submerged submarines.”

Cadara, Shaihulud

- While on the surface, this sea monster can attack ships that are on the surface and submerged submarines with the same shoot action. It is never restricted to one or the other, provided that the targets are otherwise valid.
- While submerged, this ability allows this sea monster to be given a shoot action but it can target only submerged submarines. It cannot be used to attack submerged sea creatures or any ships on the surface, including submarines.
- This ability does not allow this sea monster to ram, pin, or board a submerged submarine.

“This ship cannot be shot at by ships within S of her.”

- A ship with this ability is not a valid target for a shoot action from an enemy ship within S.
- If this ability is cancelled, this ship may be targeted normally within S.

“This ship can shoot at submerged ships within S.”

- This ability may be used to shoot at submerged submarines and sea monsters, even though their keywords would normally make them invalid targets.
- While on the surface, this ship can attack ships that are on the surface and submerged ships with the same shoot action. It is never restricted to one or the other, provided that the targets are otherwise valid.
- While submerged, this ability allows this ship to be given a shoot action but it can target only other submerged ships. It cannot be used to attack any ships on the surface, even if they have the ability to submerge.
- This ability does not allow a submerged submarine to ram a submerged submarine or sea creature.
- Specialist crew and equipment shot may be applied to the attack normally, as if the target was on the surface.

“This ship can't be shot at while docked.”

“This ship may not be shot at while docked.”

Bianco's Haulers, Coral, La Academia

- If docked, this ship is not a valid target for a shoot action.
- This ability applies at **all** islands, including home islands and wild islands with forts.
- This ability does not prevent this ship from being rammed, boarded, or affected by other abilities.
- This ability does not prevent this ship from shooting at other ships.

“This ship ignores terrain, except icebergs, when she is given a move action (islands are not terrain).”

“This ship ignores terrain when she is given a move action (islands are not terrain).”

- This ability applies only while the ship is moving, during a move action.
 - If this ship stops on or is moved over terrain by some other effect, the terrain effects apply normally.
- This ability has no effect on other ships.
 - If another ship is “lost” in a fog bank it cannot be touched, rammed, boarded, shot at, etc. by this ship.
 - If this ship passes over terrain while towing another ship, the effects of that terrain apply normally to the towed ship.
- Both versions of this ability are considered the same; these ships cannot ignore icebergs. The difference in wording occurs only because iceberg terrain did not exist when this ability first appeared.
- A ship with this ability does not gain a movement bonus for passing over a trade current because it ignores that terrain. However, the ship will gain the movement bonus if it *begins* its turn on a trade current.
- This ability will not prevent a ship from using a whirlpool; it must simply end its movement on the terrain.

“This ship eliminates two masts with one hit.”

“This titan eliminates two masts with one hit.”

- This ability only increases the number of masts eliminated with a single hit.
 - It does not increase the number of hits, so a successful hit will not immediately sink a ship with only one mast remaining.
 - It does not double the effect of abilities that replace masts with fire masts.
 - It does not double the effects of any other abilities that apply when one of this ship’s cannons hit a target.
- If the target ship has the ability to ignore the first hit, requires two hits to eliminate a mast, or has a defensive piece that is removed instead of a mast, this ability will not allow the elimination of any masts with the first hit. A hit will only eliminate two masts if at least one mast would have been eliminated normally without this ability present.
- This ability applies to all additional cannons provided to the ship by abilities, unless specified otherwise.
- This ability has no effect on game pieces that do not have masts, such as forts, flotillas, and Marines.

“This ship may unload cargo at your home island if she’s within S of it.”

Bianco’s Haulers, **Dories** (keyword), Fancy, HMS Yardbird, Mistress Ching

- This ability lifts the requirement that a ship must physically dock with its home island, but it does not allow the ship to unload spontaneously (*such as if treasure was transferred to this ship while within S of its home island.*)
- This ship must be given one of the following two actions to unload cargo aboard:
 - A move action that ends within S of the home island (*which triggers the automatic unloading of treasure*).
 - An explore action that targets the home island (*which triggers the automatic unloading of treasure, and allows other types of cargo to be unloaded*).
- This ability may be used to unload any type of cargo, not just treasure. It cannot be used to *load* cargo.

“This ship’s crew cannot be eliminated unless she sinks.”

- This ability is not optional. If it is face-up, it must be applied.
- Abilities and effects that eliminate crew, including abilities on this ship, have no effect on this ship’s crew.
- Abilities and effects that remove crew from the game function normally; this ability only prevents elimination.

Titan (keyword)

- Titans cannot submerge.
- The phrase “*can’t change it’s facing during the move*” means that the titan cannot change its facing (heading) between movement segments, regardless of the direction it moves. However, it may change facing at the beginning of a move action, using the first movement segment. Effectively, the titan determines its facing and moves forward for the first segment, and then it scuttles (strafes) sideways, forward, or backward for any remaining segments.
- The **Titan** keyword overrides the general sea creature rules:
 - A titan may ram, board, pin, and tow other ships, including flotillas.
 - If it wins a boarding action and has sufficient cargo space, it may steal a treasure.
 - It may be given an explore action if it is docked at an island.

-(Continued...)

-If the **Titan** keyword is cancelled:

- The titan follows all of the standard rules for sea creatures.
- It cannot be rammed, pinned, or boarded, nor can it ram, pin, board, tow, be assigned crew, or be given repair or explore actions.
- It cannot be assigned crew, and any crew that were already aboard are removed from the game.
- If it was sitting on an island it becomes “stuck” in place and cannot move until it regains use of the keyword. Standard line of fire rules still apply, so it will be unable to shoot or be shot at except where parts of it extend outside of the island.

Treasure Ship (keyword)

Baochuan, Guichuan

- Two different versions of this keyword exist; each applies only to its associated ship and crew.
- Crew on this ship always cost their full value, so abilities that reduce the costs of other crew have no effect.

Turbine (keyword)

- This ship cannot be towed or captured unless this keyword is cancelled.
- If an ability provides this ship with a usable cannon, it may be given a shoot action when it has no masts.
- If this ship has no masts it cannot tow a flotilla.

Turtle Ship (keyword)

- This ability affects only mast removal/elimination, not replacement. If this ship is hit by an effect that replaces masts with fire masts, one panel is removed by the hit and its mast is replaced with a fire mast.
- A turtle ship may initiate boarding actions against other ships normally. Other ships can initiate boarding actions against a turtle ship only if it has no panels remaining.
- Shell panels cannot be repaired because repair actions apply only to masts.

“Two hits from the same shoot action are required to eliminate one of this ship’s masts.”

-If this ship is hit by a ship with the ability to eliminate two masts (or an extra mast) with a hit, both abilities work in full. The first hit eliminates no masts, the second hit eliminates two masts, the third hit eliminates no masts, the fourth hit eliminates two masts, and so on.

“When another face-up crew on this ship would be eliminated, turn it facedown instead.”

-See: **Doctor ability**

“Whenever any crew is eliminated, roll a d6; on a result of 6, assign the crew to this ship. Its nationality changes to match the nationality of this ship and it becomes linked to this crew.”

Wraith

-See: ***“Each time any crew would be eliminated, roll a d6. On a result of 6, put that crew on this ship instead; it is linked to Davy Jones.”***

“When given an explore action, if this ship chooses the last treasure coin from an island, this ship can be given a move action.”

Captain Jack Sparrow

- This ability may be combined with an Explorer crew to dock with an island, explore it, and then move away.
- The move action provided by this ability is considered a full, non-free action, so the action limit applies.
- If there are any treasure tokens remaining on the island after this ship explores this ability cannot be used, even if those tokens were unloaded from this ship during the explore action.
- There must be at least one treasure token on the island before exploring or this ability cannot be used; unloading and then reloading the same treasure will not trigger this ability.
- If the island contains a unique treasure that remains on the island this ability cannot be used, because it did not load the last treasure from the island.
- If after applying the effects of any unique treasures on the island there is no treasure left to load (*because all of the tokens have been removed from the game or placed elsewhere*) this ability cannot be used; at least one treasure token from the island must remain aboard this ship when it moves away.
- If this ship also has an ability that allows it to move **S** after loading treasure, it may be used with this ability. The ship’s controller may choose the order in which they are applied.

“When this ship hits an enemy ship, you may also eliminate one cargo from that ship.”

“When this sea dragon hits an enemy ship, you may also eliminate one cargo from that ship.”

Angelica, Asesino de la Nave, Capitaine Chevalle, Kian Ng, La Belle Etoile, Panda, Queen of Cups, Santiago, Satisfaction

-This ability is not limited to once per turn or once per shoot action; it can be applied each and every time one of this ship's cannons hit an opposing ship.

-This ability can eliminate any form of cargo, including treasure, crew, and equipment.

-Use of this ability is optional. You may choose whether or not to apply this ability after each individual hit.

-The owner of the target ship chooses the specific item(s) to eliminate when hit by this ability.

“When this ship is given an action roll a d6. On a result of 5 or 6, place a trade current. On a 1 or 2 remove a friendly trade current. On a 3 or 4, add S to this ship's movement.”

Celestine

-The use of this ability is mandatory; if you give this ship an action, you must roll.

-Rolling for this ability does not use up this ship's action. It may complete the action as normal, regardless of the die roll result.

-If this ship is given a second action during its turn, it must roll for that additional action.

-A result of 1 or 2 is ignored if there are no friendly trade currents in play, and a result of 3 or 4 is ignored if this ship is given an action other than a move action or if it is towing a flotilla. In either situation, you cannot re-roll the die unless some other ability specifically allows it.

“When this ship is given an explore action, you can swap a treasure on the wild island with a crew on any friendly ship.”

Captain Jack Sparrow, Rising Sun, Sol

-This ability allows only a single one-to-one swap per explore action. It cannot swap multiple crew at once.

-This ability is applied after resolving any and all unique treasures on the island. If the UT must be loaded onto this ship or it must remain on the island, it cannot be swapped for a crew.

-The treasure used for this ability must be on the island when the explore action is first given. You cannot unload a treasure and then immediately swap it for a crew.

-If the treasure cannot be loaded onto the ship or the crew cannot be unloaded due to an ability, effect, or any other reason, the swap cannot be made.

-If unloading the crew would result in an illegal situation for other reason, the swap cannot be made.

“When this ship is given a shoot action, for every cannon roll of 6, the target's controller eliminates an extra mast. For every 1, eliminate a mast from this ship.”

Black Mamba, Captain Mysion, Templar

-This ability is not optional. If it is face up it must be applied, even if a roll of 6 would have no effect.

-This ability only eliminates masts, and applies after the normal hit. If the target ship has only one mast remaining, a roll of 6 while using this ability will not sink it.

-This ability eliminates only one extra mast; it does not double the number masts eliminated. If this ship also has the ability to eliminate two masts with a single hit, each roll of 6 will eliminate three masts, not four.

-This ability only eliminates an “extra” mast if at least one other mast is eliminated.

--If a defensive piece is removed instead of a mast, if the target has the ability to ignore a hit, or a mast is replaced, this ability does not eliminate an additional mast on a roll of 6.

-If this ship also has an ability that states, “Eliminate one of this ship's masts when she rolls a 1 on any cannon roll” a roll of 1 will eliminate two of this ship's masts: one due to this ability and one due to its own ability.

-If this ship has defensive pieces, a roll of 1 eliminates only masts. You cannot eliminate a defensive piece instead.

-If a roll of 1 eliminates this ship's only remaining mast it immediately becomes derelict. It cannot continue shooting with additional cannons provided by other abilities (such as **Musketeer** or **Longship**) unless some other ability or combination of abilities allows it to shoot without masts.

-If this ship has no masts remaining but an ability or combination of abilities still allows it to be given a shoot action, a roll of 1 has no effect; it will not sink this ship.

-If this ship has an ability that gives it +1 to its cannon rolls, it will eliminate an extra mast on a roll of 5 or 6. A roll of 1 automatically misses and will eliminate one of this ship's masts regardless of any modifiers.

-See also: ***Die Roll Modifiers***

“When this ship is docked at your home island, you may eliminate one treasure. It becomes a (3S) cannon that can be eliminated only when the ship sinks.”

Carbon Charlie, HMS Apollo, Sea Lion, USS Sea Tiger

- This ability may be used at any time during your turn while this ship is docked at your home island. You may eliminate treasure that is on your ship when it first docks, or treasure that was already on your home island.
- When you create a cannon for a ship you may place the eliminated treasure token or some other token or marker on the physical game piece (*not its deckplate*) as a reminder that it has an additional cannon. Once placed, that marker can only be removed from the ship if it sinks; it cannot be unloaded or targeted using any other abilities or effects.
- You may create only one cannon per ship per turn.
- The only limit to the number of cannons that can be created is the total number of treasure tokens in the game.
- Using this ability eliminates an entire treasure token regardless of its printed value. You cannot “make change” before eliminating a token. The token is removed from the game and cannot be returned to play by any means.
- A unique treasure may be eliminated to create a cannon even if it normally cannot be unloaded.
- If the treasure token was facedown when it was eliminated it does not have to be revealed to opposing players.
- The cannon may be fired from any mast, even if that mast has been eliminated.
- The cannon becomes a part of the ship, so it remains aboard and continues to function even if the source of this ability is eliminated or cancelled.
- The cannon is not an ability so it cannot be cancelled or copied directly. However, the ability that created the cannon may be targeted in order to create (or prevent the creation of) additional cannons.
- Other abilities that apply to a ship’s standard cannons, including **Broadsides Attack**, may be used with the cannons created by this ability.
- If this ship sinks but uses the **Eternal** keyword, any cannons that were created by this ability are lost.
- Treasure tokens that are eliminated by this ability do not count toward victory for any player, and will not help trigger the “*more than half*” endgame condition (#2).

Windcatcher (keyword)

-If you choose to measure from the stern, pick up the ship and rotate it (exactly) 180° so that its bow is located where its stern began. You may then measure movement normally from the bow’s new location.

“You may double the range of this ship’s cannons each turn, but you must roll a (6) to hit.”

- If this ship uses an ability that gives it +1 to its cannon rolls, its cannons can hit at double range on a roll of 5 or 6.
- The text for some ships with this ability refers to a “*natural six*”. The word “*natural*” should be ignored; this ability is treated the same for all ships that have it, and the roll can be modified.
- See also: **Die Roll Modifiers**

“You own any derelict this ship explores; both ships become docked at your home island.”

Commander Temple, El Dorado, Harbinger, Philadelphia, USS New Orleans

- This ability may be used even if this ship is derelict.
- This ability may be used on any ship that is considered derelict, regardless of ownership, the presence of other abilities and effects, or if it is being towed by another ship. An **Oarsman** will prevent the use of this ability, because it prevents the ship from being derelict.
- Cargo may be transferred between the ships prior to docking them at your home island.
- Both ships must be docked at your home island after using this ability. You cannot choose to leave one or both in their previous locations.
- If this ship and/or the derelict being explored has an ability that prevents docking at your home island, such as the **Mercenary** keyword or Plague (UT), this ability cannot be used at all. *Both* ships must be able to dock.
- A crew with the **Explorer** keyword has no effect on this ability. Explorers only target wild islands.

UNIQUE TREASURE (UT) ABILITIES

0 (Zero) Value Gold Tokens

-Treasure tokens with a printed value of 0 (zero) are not considered unique treasures, so duplicates may be used as desired. The printed text on the card is not an ability; it is merely a clarification to indicate that they are treated exactly like any other standard treasure.

Viking Helmet, Shield, Spear, and Sword

-These four treasures were originally part of a mail-in promotion so they have no official abilities or functions within the game itself. If you wish to use them in a game you may give them any abilities you wish, provided they are agreed upon by all players (*and/or approved by the Privateer running the event*) prior to starting the game.

Abandoned Crew

-Abandoned Crew are treated exactly like standard (non-unique) treasures while facedown.

- They do not have to be revealed or loaded when found.
- They are affected by other abilities that refer to treasure or cargo.
- They are not affected by any abilities that refer to crew.
- They take up one cargo space each.

-Abandoned Crew remain facedown until you use their abilities. While face up, they are treated exactly like their corresponding generic crew.

- They are affected by other abilities that refer to crew or cargo.
- They are not affected by any abilities that refer to treasure.
- They take up one cargo space each, unless an ability specifically states otherwise.
- They do not count against the point limit of a ship.

-The “no-duplicates” rule applies to this entire card as if it was a single unique treasure. If a specific crew token appears twice on the card you may place both copies in the treasure pool during setup, if desired.

Albatross

-Albatross does not get -1 to its own die roll.

Altar of the Loa

-Both eliminated crew must be aboard ships docked at this island, but they do not have to be on the same ship.

-The crew may be eliminated at any time during your turn, but both must be eliminated at the same time.

-The crew must be eliminated and must remain eliminated for the remainder of the game in order to use this ability. If you have a doctor crew aboard, the crew cannot be eliminated, or some other ability would allow those crew to return to play after elimination, this unique treasure ability cannot be used.

-If this unique treasure is already face up on the island an explore action is not required to use it.

-Using this ability allows you to control all actions that are given to *ships* during your opponent’s turn.

- All standard rules must still be followed as if the owner of the fleet was taking the turn.
 - Ships cannot be used to attack other members of their own fleet, but may be used to attack members of your fleet or members of another player’s fleet.
 - You cannot intentionally create any illegal situations that would require the removal of cargo.
- You may choose to use (or not use) any and all face-up abilities that could be applied to the actions given to those ships. Abilities that do not apply to actions remain under the ship owner’s control.
 - You cannot reveal or look at any facedown cargo on the opponent’s ships.
 - If an action (such as boarding) results in the elimination, theft, or removal of crew, treasure, or any other cargo, the owner of the ship chooses which specific item is lost.
 - The owner of the ship may choose to reveal and use abilities normally, however, if the ability applies specifically to the action you have given to the ship you determine how it is applied.
 - You cannot give actions to the opposing player’s forts or any crew with the **Marine** keyword; this unique treasure applies only to ships, not other game pieces that can be given actions.

-(Continued...)

Altar of the Loa (continued)

- If you choose to give no actions to the opponent's ships those actions are lost and the ships effectively lose their turns; the owner of those ships cannot give them actions instead.
 - Forts and Marines may still be given actions normally, by their owner.
 - Abilities that do not apply specifically to a ship's action may still be used by the owner, if applicable.
- If you use the opponent's ships to capture ships or crew from any other player (including yourself), they become a part of that player's fleet, not yours.
- You cannot activate this unique treasure's ability during your opponent's turn because the elimination of crew does not occur as part of any action that you can control. However, if one or more of the opponent's ships are docked at the island with this treasure at any time during that turn, he/she may eliminate crew to gain control over your next turn (or the turn of the next player in a multiplayer game).
- You may use this ability on subsequent turns, provided you have additional crew to eliminate each time.
- If another player has an ability that states, "*Each time any crew would be eliminated, roll a d6. On a result of 6, put that crew on this ship instead; it is linked to [this crew]*" that ability may be applied to prevent you from using Altar of the Loa. If a 6 is rolled for either (or both) eliminated crew you will not gain control over the next player's turn unless you immediately eliminate additional crew to satisfy this unique treasure. If you cannot (or choose not to) eliminate any additional crew to fulfill the requirement, the crew that were eliminated are not returned to you.

Ammunition

- Equipment added by this unique treasure counts toward the ship's point limit.

Aztec Medallion

- This unique treasure removes all treasures that have or could produce a gold value, including other unique treasures. Non-gold UTs are unaffected.

Bad Maps

- The island placement restrictions apply only during setup, and have no effect on where this island can be moved.
- The island and any ships docked at the island are moved together as a single unit.
- The island and any docked ships cannot be moved into contact with any other ships, islands, terrain, or the edges of the playing area.

Barbary Banner or Knights of Malta Banner

- The value effect (*5-gold or eliminated masts*) of a Banner is determined by the *first* ship that loads it from a wild island. Once set, that effect does not change even if it is later transferred to or from a Barbary Corsair ship.
- If the Banner's value is based on eliminated masts that value does not "reset" to zero when transferred to another ship, regardless of nationality or ownership. The Banner continues to increase in value with each additional mast eliminated until it is unloaded at a home island, eliminated, or sunk.

Barrel o' Monkeys

- Barrel o' Monkeys is not included in the random selection.
- Other unique treasures are included in the random selection only if they can be legally removed from this ship.

Blood Money or Bloody Gold

- In order to satisfy this unique treasure, a crew must be eliminated and must remain eliminated for the remainder of the game. If the crew cannot be eliminated, would return to play after elimination, or this ship carries no crew, treasure cannot be loaded from this island.
- This UT works on a one-to-one basis only. You cannot eliminate a high-point crew to load several low-value treasures, and you cannot eliminate several low-point crew to load a high-value treasure.
- If the ship carries a high-point crew and a crew with the ability that specifically allows it to be eliminated instead of another higher-point crew (*Park, Lian, etc.*), you may eliminate that "bodyguard" in order to load a high-value treasure from the island. Since you had a crew of sufficient cost and a crew was eliminated, it satisfies the ability of this unique treasure.
- If a Spanish ship finds Blood Money it is placed face up on the island and all other treasure is revealed normally. Because the ship is Spanish, it may load treasure without eliminating crew.
- (Continued...)

Blood Money (continued)

- If the nationality of a Spanish ship is changed to Cursed by **Black Mark**, The Red Skull, or Gem of Hades, it is no longer considered Spanish and must eliminate crew in order to load treasure from this island.
- The **Ex-Patriot** keyword does not change a ship's nationality, so it will not prevent a Spanish ship from loading treasure from this island normally.
- The nationality of the crew is irrelevant; only the ship's nationality matters. Spanish crew on a non-Spanish ship are not protected from this unique treasure and can be eliminated normally.

Cannibals

- If the lowest-point crew on this ship cannot be eliminated, Cannibals will eliminate the next lowest crew instead.

Castaway

- If a crew can be legally placed on this ship, this ability must be used immediately when found. If no crew can be legally placed on the ship due to some other ability or because of other limitations (*cargo space, point values, etc.*), Castaway is loaded face up and will take effect immediately when conditions change to allow it to function.
- The added crew must be placed face up on the ship. If it has an ability that normally activates only when *first* revealed, it must be used immediately or that effect is lost. All other abilities may be used normally as desired.
- All standard crew assignment rules apply when placing the new crew. It takes up space (*unless an ability allows otherwise*), it counts against the ship's point limit, it cannot violate the "no-duplicates" rule, etc.

Celestine's Charts

- This unique treasure removes all "explored" markers you have previously placed on wild islands.
 - If any of those islands contain forts, those forts remain in play and continue to function normally.
- The current explore action may be completed normally, the island will be considered "explored", and you may place a marker when this ship leaves.

Chariot of the Gods

- This ability applies only to sea monsters and ignores all other sea creatures.
- If there are no sea monsters in play when this unique treasure is revealed, it remains aboard the ship that found it and has no other effect.
- This ability allows only *one* crewmember to be assigned to a sea monster. You cannot assign an additional crew to this sea monster even if it could link with the first crew and/or would take up no space.
- A crewmember assigned to a sea monster using this unique treasure ignores all cargo space requirements.
- Crew with the **Explorer** or **Shipwright** abilities have no effect on a sea monster. The **Sea Monster** keyword specifically states that it can be given only move or shoot actions; this excludes giving it explore and repair actions, even if they could occur as free actions.
- No benefit is gained by using this treasure to load a crew with the **Eternal** keyword. When this sea monster is eliminated (sinks) this treasure is removed from the game, which forces the removal of the crew and prevents the keyword from working.

Cursed Conch

- This ability may be used on a friendly sea monster even if it has already been given an action this turn.
- If you give an action to an opposing sea monster, during that action it is treated as if it were a member of your fleet.
 - It may be used to shoot or ram any targets that are opposing to you, even members of its own fleet.
 - Ownership does not change so it cannot pin members of its own fleet.
 - Face-up abilities and free actions may be used if and only if they apply as part of or as a direct result of the action given to the sea monster.
- If the opposing sea monster is submerged it cannot surface, and vice-versa.. "Submerged" status is determined at the beginning of the sea monster's owner's turn, not when it is given an action.

Cursed Natives or Savage Natives

- The restriction on loading treasure applies only to non-unique treasures and unique treasures that can be loaded facedown. All other unique treasures are revealed and loaded as normal. After resolving their effects the ship may load only one of the remaining treasure tokens, if able.
- If the ship has no crew aboard or it has no crew that can be eliminated, no die roll is required. The restriction on loading treasure still applies and this unique treasure is still placed facedown on the island.
- If only the highest/lowest point crew on a ship cannot be eliminated, that crew is ignored and the next highest/lowest crew is eliminated instead.
- A doctor crew can protect your crew from this unique treasure, unless it is the highest/lowest crew that must be eliminated instead of another crew.
- If your ship carries a crew with the ability that specifically allows it to be eliminated instead of another crew (*Park, Lian, etc.*), you may eliminate that “bodyguard” instead of the higher/lower point crew.
- The ship must leave on its next turn, but it may re-dock with the island on that turn provided that at least one movement segment ends in a non-docked position.
- This treasure remains in play and facedown on the island until the game ends or it is removed by some other ability.
- Non-Cursed crew on a Cursed ship are protected from this effect by the ship because it prevents the effect from applying. Cursed crew on a non-Cursed ship are also immune to (and ignored by) this unique treasure, but other non-Cursed crew are affected normally.

Curse of the Black Spot

- This ability cannot be re-rolled, because it is not a roll made for the ship.

Davy Jones’ Heart

-See: *Holy Water*

Davy Jones’ Key

- When this ability is applied, you may choose the island and the treasure that is exchanged, but you cannot look at the facedown treasure until after the exchange is made.
- If the treasure you receive is a standard treasure token or a unique treasure that can be loaded facedown you do not have to load it; you may leave it on this island instead. If the treasure is any other unique treasure, it must be revealed and loaded as if it was already on this island.
- If there are no islands remaining with facedown treasure, this ability has no effect.

Dead Man’s Chest

-See: *Pension* (similar)

Death’s Doll

-See: *Voodoo Doll*

Deck Cannon

- Deck Cannon functions similar to a Musketeer.
 - It is applied during a shoot action, in addition to the ship’s normal cannons.
 - If the ship has no masts but an ability (or combination of abilities) allows it to be given a shoot action, Deck Cannon may be used.
 - Equipment may be assigned to this cannon.
- The range and die roll of the cannon can be modified by other abilities.

Dry Powder

- The shoot action provided by this ability is considered a full, non-free action, so the action limit applies.
- All other abilities that apply to shoot actions, including the Reverse-Captain ability, may be applied to this action.
- This UT may be used after any type of primary action. It does not have to follow another shoot action.

Elizabeth's Piece of Eight

- This ability may be used on a friendly Pirate ship even if it has already been given an action this turn.
- If you give an action to an opposing ship, during that action it is treated as if it were a member of your fleet.
 - It may be used to attack any targets that are opposing to you, even members of its own fleet.
 - Ownership does not change so it cannot pin or be pinned by members of its own fleet.
 - Face-up abilities on the target ship and free actions may be used if and only if they apply as part of or as a direct result of the action given to the ship.
- If you use this ability, this ship cannot be given any actions this turn regardless of how many others it could generate or would have available.

Enemy of the State

- This ship only gains the **Mercenary** keyword; its original nationality does not change.

English Royal Decree or French Royal Decree

- If an English (or French) ship was converted to Cursed by **Black Mark** or some other ability, it counts as non-English (or non-French) when sunk because its nationality has changed.
- If the randomly chosen treasure is a unique treasure it is placed on your home island. It has no effect, even if it would normally produce a gold value, and cannot be loaded by any ship.
- If the target ship has the **Eternal** keyword you still gain a treasure because the ship did sink.

Explosives

- Explosives is removed from the game when revealed regardless of the die roll result.
- If the opposing ship that is sunk by Explosives carries non-unique treasure, the standard rules apply as if it had been sunk using a shoot action.
- If the ship using Explosives also carries non-unique treasure, that treasure is removed from the game if the die roll is successful.

Eye of Insanity

- If the target Cursed crew has multiple abilities only one can be copied at a time.
- If a Cursed crew with the "Copy" ability (Davy Jones) is targeted, you may then immediately choose to copy any other eligible ability in play. The ability (if any) currently being copied by that original crew is irrelevant.

Fronde of Fisaga

- The movement bonus is applied in addition to the ship's printed base move; it does not replace the base move.
- Once this unique treasure has been revealed you must roll for the effect each and every time this ship is given a move action, even if the movement bonus cannot or will not be used.

Fruit

- If other cargo can be unloaded to make room for Fruit, it must be unloaded. If the ship has fewer than two cargo spaces and/or sufficient cargo cannot be unloaded, Fruit is still loaded and will take up the additional space as it becomes available.

Gem of Hades

See: The Red Skull

Ghostly Encounter

- This unique treasure is loaded normally even if this ship carries no crew or no crew remain aboard after applying this ability. The value of this UT becomes 0 (zero), and it remains aboard until unloaded at your home island.
- No die roll is required for any crew that cannot be eliminated; they automatically succeed.

Holy Water or Davy Jones' Heart

-This unique treasure protects a ship only from abilities that affect or target it *directly*. It has no effect on abilities that affect it *indirectly* by modifying the actions or effects of another ship.

--Examples of *direct effect* abilities include but are not limited to: Cancelers, S-boarders, **Broadsides Attack**, Treasure Swapper/Stealers, abilities that prevent shooting or ramming, **All Powerful**, abilities that capture or possess crew, and abilities that eliminate extra masts or crew when they hit this ship.

--Examples of *indirect effect* abilities include but are not limited to: Captains, abilities that boost cannon rolls against a specific nation or non-nation, abilities that provide additional actions, and abilities that reduce damage to another ship.

-This unique treasure will not protect a ship from unique treasure effects that are applied when loaded from a wild island, because that is not considered an "enemy" source.

-This unique treasure protects only the ship and its crew, not itself. It can be removed from the game by Kharmic Idol, Pirata Codex, or Jailhouse Dog.

Homemade Flag

-This ability does not change **L**-range cannons into **S**-range cannons; it only limits the range at which they may fire.

-This reduction is applied *after* all other abilities that increase range.

Jade

-This ability may be reused, if it is not unloaded.

-If this unique treasure is unloaded to your home island, it cannot be reloaded by any means.

-This ability is applied *before* any modifiers that add to the gold value of a treasure.

-See also: *Abilities That Modify Gold Values*

Jail!

-If a crew aboard this ship cannot be unloaded because of an ability or because it has a point cost of 0 (zero), it remains aboard this ship; all other crew aboard are placed on your home island.

Jailhouse Dog

-This ability may be used at any time during the game.

-This ability may be applied as an "interrupt" to avoid any immediate effects that would apply when another unique treasure is first revealed.

-This ability may be used to remove a unique treasure that is worth gold after it has been unloaded to a home island, provided that unloading that treasure did not trigger an endgame condition. If any endgame condition has been reached, Jailhouse Dog can no longer be used.

-This ability may target unique treasures that cannot otherwise be unloaded or removed from a ship.

-This ability cannot target a facedown unique treasure, even if its location and identity is known to all players.

Jack's Piece of Eight

-See: *Doctor ability (Ship and Crew Abilities)*

Kharmic Idol or Pirata Codex

-This ability affects only unique treasures that are face up when it is first revealed. It has no effect on unique treasures that are revealed later in the game.

-This ability will remove unique treasures that are worth gold even if they have been unloaded to a home island.

Knights of Malta Banner

-See: *Barbary Banner*

Kraken Gong

- This ability applies only to sea creatures with the **Kraken** or **Octopus** keywords. It has no effect on the 5-segment “kraken” sea monsters or any other sea creatures.
- If you roll a 1 and choose a kraken with the **Eternal** keyword, it is eliminated normally and then returns to its home island with no masts per the text of the keyword.
- If you roll a 1 and the only kraken in play is a member of your fleet, you must eliminate it.
- Since krakens cannot attack a member of their own fleet, a roll of 2-5 will protect your ship for the entire round.
- A roll of 6 allows you to choose a kraken that is already in the game OR bring in one from outside the game and place it within **S** of any ship.
 - If you choose a kraken from outside the game, it immediately becomes a member of your fleet.
 - If you choose a kraken that was already in the game, its ownership does not change.
 - The no-duplicates rule applies normally; you cannot duplicate a kraken already in your fleet.
 - You may place the kraken so that it is surrounding any ship in play. If the ship is friendly to it, that ship cannot move until the kraken moves away.

Lost

- If terrain is placed under a ship the effects are applied immediately as if the ship had moved onto the terrain.
- This ability may be used to place friendly trade currents.

Luddite’s Revenge

- This ability modifies the *printed rank* of a cannon, not the result of the die roll. For example, a rank-3 cannon becomes a rank-4 cannon, so a roll of 5 or 6 is required to hit.
- This ability does apply to the cannon provided by a Musketeer; that ability prevents its cannon *roll* from being increased, but does prevent not the cannon *rank* from being increased.
- A shoot action “succeeds” only if damage is caused to the target.
 - If no cannons roll high enough to hit or some other abilities prevent masts or other components from being removed, Luddite’s Revenge remains in play and continues to have an effect.
 - Luddite’s Revenge is removed at the end of a successful shoot action after *all* cannons have been fired, not immediately upon first causing damage to the target.

Manawa nō Kōwhatu (Heart of Stone)

- When this ship sinks it returns home using the **Eternal** keyword, this unique treasure is removed from the game because the ship sank, and then the associated crew is eliminated because the treasure was removed.
- Transferring this treasure and/or the associated crew to another ship, even they are transferred at the same time, results in the elimination of both because both were removed from the ship.
- A crew that cannot be eliminated may be chosen as the target for this unique treasure. If that occurs, this treasure may be transferred to another ship without eliminating the crew. When this treasure is loaded onto a new ship in this way, its ability “resets” and a crew on the new ship must be chosen at its target.
- If a crew with the **Ransom** keyword is chosen for the target and this UT is eliminated or removed by an opponent’s action or ability, that player receives 1 gold for eliminating the **Ransom** crew. The owner of the targeted **Ransom** crew cannot take any action or use any ability that would result in the removal of this UT from the ship, unless some external effect requires the removal of cargo or treasure and there are no others available aboard.
- If there are no crew aboard when this unique treasure is loaded the ship does not gain either keyword, even if crew are loaded at a later time. If you transfer this treasure to a different ship that does carry crew, its effects may be applied to that ship.

Maps of Alexandria or Pirate Globe

- If a unique treasure is revealed by this ability, do not apply its effects immediately. It remains dormant until the island is explored, at which point its effects are applied normally.
- This ability applies only to treasure on wild islands; it does not affect treasure that is facedown on ships or home islands. The presence of a fort on a wild island will not prevent this ability from revealing treasure on that island.
- If Maps of Alexandria and Kharmic Idol (*or Pirata Codex*) are found on an island at the same time, the player whose turn it is may choose the order in which they are applied.
 - If Maps of Alexandria is applied first, all treasure is revealed on wild islands and then all face up unique treasure is removed from the game.
 - If Kharmic Idol is applied first, Maps of Alexandria is removed from the game and facedown treasure on wild islands is not revealed.

Maps of Hades

-The opposing player controls the ship as if it was a member of his or her fleet, and it may be used to attack any targets that are opposing to that player.

--Ownership does not change so it cannot pin or be pinned by members of its own fleet.

--Face-up abilities and free actions may be applied if and only if they apply as part of or as the direct result of the move action that is given to the ship.

Message in a Bottle

-When this unique treasure is found, all other unique treasures on the island are resolved normally and then this ship is immediately placed at the new location. Any other cargo on the island, including crew, non-unique treasure, and unique treasures that are loaded facedown, remain on the island and must be left behind.

-Islands that have no treasure coins are included when checking for the island with the fewest treasure coins.

-The island where Message in a Bottle was found is included when determining the destination, if it has the fewest treasure coins after Message in a Bottle has been loaded onto the ship.

Metal Hull

-Abilities or effects that cause automatic hits when shooting with a cannon (*such as Targeting Scope*) count toward Metal Hull the same as if a 6 was rolled normally, and will remove it from the game.

-Metal Hull does not protect against and is not removed by damaging effects that do not cause “hits”, such as ramming, the blade of a Scorpion ship, or terrain.

Mines

-The use of this ability is not considered to be an attack made by the ship, so defensive abilities and effects that would prevent the attack by affecting the attacker, such as **Parley** or Relics, are ignored.

-Defensive abilities and effects that affect only the target ship and do not also require a specific action to be triggered, such as Cross of Coronado or Runes of Defense, may be applied as normal.

Mirror of Archimedes

-Some part of the target ship must be within the specified range. It does not have to be *entirely* within the range.

-The mast this ability is applied to must have a clear line of fire to the target.

-After using this unique treasure it remains in play and may be reused, unless you roll a 1.

-This ability applies *instead of* shooting, is not considered a cannon roll, and does not cause “hits”.

--The Cannoneer ability cannot be used and no additional shot is provided if the attack misses.

--Abilities that provide +1 to cannon rolls have no effect.

--This ability may be used to attack ships that are submerged and/or have other abilities that would make them an invalid target for a normal shoot action, including **Parley**.

--*See also: Fire Masts*

-If you roll a 1 and Mirror of Archimedes is removed, the shoot action ends. This ship cannot shoot with its normal cannons instead.

-If you roll a 1 but also have Nemo’s Plans aboard the ship, the shoot action is lost but Mirror of Archimedes remains aboard and may be used again later.

Missionary

-This unique treasure removes crew from the game, so abilities that prevent elimination or would allow crew to return to play after elimination have no effect.

Natives

-This ability applies only to your own turns. It does not “count” the turns of opposing players.

-This ability applies to full actions and free actions, including those provided by abilities.

-Abilities that do not apply to, modify, generate, or require an action may be used normally, as applicable.

-Transferring crew to or from this ship after applying this ability will not change the duration of the effect.

Necklace of the Sky

- Once you have used and unloaded this treasure, it cannot be loaded by any ship in your fleet by any means for the remainder of the game.
- If this ship cannot be given a move action, this ability cannot be used.
- If this ship carries an Explorer or the island was previously marked as “explored”, it may explore as a free action immediately after docking.
- An explore action is required to unload this treasure; it does not unload automatically. The ship must unload this treasure before it can leave the island.
 - If the ship explores an island to unload this treasure and finds some other unique treasure that moves it to a new location (*such as Whirlpool or Message in Bottle*), this treasure is unloaded before moving the ship.
- This ability does not allow you to dock the ship at a wild island containing an enemy fort, unless some other ability specifically allows it.

Nemo’s Plans

- This ability applies only to unique treasures that are removed from the game when used. It has no effect on UTs that do not specifically state they are removed when used.
- If a UT applies to, modifies, or is triggered by a specific action or situation (other than exploring the wild island) it may be used once, each time that action or situation occurs. If the UT provides an action directly to the ship or it applies immediately upon being found or revealed, it may be used once during each of your own turns.
- If a UT is normally loaded facedown and revealed later, it remains face-up and takes up no cargo space per the standard UT rules, unless an ability states otherwise.
- Kharmic Idol, Pirata Codex, and Jailhouse Dog can remove Nemo’s Plans from the game.

Neptune’s Figurehead or Resurrection Codex

- The normal sinking rules apply to all cargo aboard this ship. Only the ship returns to your home island.
- This unique treasure may be applied if a ship is “wrecked” on a reef.
- If this ship also has the **Eternal** keyword when it sink, both abilities apply; the ship returns to your home island fully repaired and retains all of its crew. The normal sinking rules still apply to any treasure or other cargo aboard.

Neptune’s Trident

- This ability targets an area and allows a ship to be given a shoot action even if it has no other valid targets.
- The “wave” may be measured from any point on the outside of the ship; it is not measured from a mast.
- This ability affects all ships and forts within the target area regardless of ownership or the number of masts on the ship using this ability.
- This ability only eliminates masts, and will not sink any affected ships (including the attacker).
- After completely resolving this ability, as part of the same shoot action this ship may also attack using any remaining cannons that have valid targets.

Pandora’s Box

- When this unique treasure is revealed, starting with the player to your left and ending with yourself, each player chooses and reveals one UT and places it on your ship. After all UTs have been chosen they are resolved per the standard rules.
- If a chosen UT can be loaded facedown it is not revealed until used.
- All UTs received from Pandora’s Box are treated as if they were on the island when it was explored.
- A UT chosen for this ability may duplicate one that is already in play and/or one that has been chosen by a preceding player. The “no-duplicates” rule applies to UTs only when placed in the treasure pool during setup.

Pension or Dead Man’s Chest (similar)

- A crew must be eliminated and must remain eliminated for the remainder of the game in order to gain gold.

Pirata Codex

See: *Kharmic Idol*

Pirate Globe

See: *Maps of Alexandria*

Plague

- If a ship has a crew aboard that cannot be eliminated, that crew is ignored by Plague; any other crew aboard are eliminated normally.
- If a docked ship loads Plague by any means it immediately becomes undocked. Do not move the ship away from the island, but place a marker near the ship or indicate in some other way that it is no longer docked at the island.
- The ability that states, "*You own any derelict this ship explores; both ships become docked at your home island*" has no effect and cannot be used at all if either the ship with that ability or the targeted derelict carries Plague. That ability requires docking both ships, which Plague prevents.

Potions & Brews

- This ability may be used to force an opponent to re-roll any die roll made during the game regardless of why it was rolled, including terrain and Mysterious Island rolls. The only exception is a shoot action using the **Broadsides Attack** keyword, which prevents all other abilities from applying to the action.
- This ability can force the re-roll of multiple dice only if all of those dice are rolled at the same time.
 - Cannons are rolled individually during a shoot action, so this ability can force the re-roll of only one.
 - If multiple dice were rolled, you may choose to require all dice or only specific die or dice to be re-rolled.

Power Cannons

- This ability changes the ship's printed cannon ranges to **2L**.
 - Abilities that double the range of a ship's cannons may double this range to **4L**.
 - Abilities that state "*L-range cannons cannot hit this ship*" will apply to cannons modified by this ability regardless of this ship's original printed cannon types.
- A shoot action "succeeds" only if damage is caused to the target.
 - If no cannons roll high enough to hit or some other abilities prevent any masts or other components from being removed, Power Cannons may be used again during a later shoot action.
 - Power Cannons is removed at the end of a successful shoot action after all cannons have been fired, not immediately upon first causing damage to the target.

Rats

- If a ship sinks and the treasure aboard is split between players (or recovered using the Divers event), the value reduction does not apply because the treasure was not unloaded.
- See also: *Abilities That Modify Gold Values*

Resurrection Codex

- See: *Neptune's Figurehead*

Rum

- The value of Rum is determined when it is loaded onto the ship, after it has been first revealed.
 - Transferring crew to or from this ship will not alter this value after it has been determined.
 - Transferring this unique treasure to another ship will not reset this value.
- The loss of turn applies to the ship's next turn; it has no effect on the remainder of the current turn.
 - If Rum is unloaded prior to beginning that next turn, this effect still applies.
 - If Rum is transferred to another ship, that ship will also lose its next turn.

Runes of Death

- The ability of this unique treasure specifically allows it to be transferred when it touches another ship. It cannot be unloaded or transferred by any *other* means.
- This ability will eliminate masts only if there are no crew remaining on this ship. If one or more crew on this ship cannot be eliminated, this ability will eliminate as many crew as possible and then remain dormant until additional crew can be eliminated or this UT is transferred to another ship.
- This UT is eliminated only when there are no masts *and* no crew remaining on this ship. If this ship is derelict but one or more crew remain aboard, Runes of Death is not eliminated.
- If this UT is loaded onto a ship that has no masts and carries no crew (*such as a Native Canoe*), this treasure is eliminated immediately.

Runes of Defense

- If the attacking ship is still within range after the target moves **S**, it may continue the attack.
- This ability may be used any time a mast is eliminated, whether it is caused by a shoot action, terrain, a Mysterious Island, or any other effect.
- This ability cannot be used a when a mast is replaced by a fire mast, because the mast is not eliminated.
- If this ship takes enough damage at one time that it sinks or becomes a wreck, this ability has no effect.
- This ability is considered an outside force that moves or pushes a ship. *See: Abilities That Move Ships*

Runes of Loki

Runes of Thor

- These abilities may be applied to *any* die roll that is made during the game regardless of which player rolled it or why, with the exception of a shoot action using the **Broadside Attack** keyword.
- If more than one of these unique treasures is applied to a specific die roll, priority is given to whichever was revealed last.
- This ability applies only to a single die, regardless of the number that were rolled.
- These abilities apply *after* any and all abilities that could re-roll the die. Once one of these Runes has been applied, the die can no longer be re-rolled.

Runes of Odin

- This iceberg cannot be placed in direct contact with a ship. The iceberg must move into contact with a ship or a ship must move into contact with it in order to remove that ship from the game.
- Once the iceberg has been placed, place this unique treasure token on the iceberg to identify it.
 - After this iceberg removes a ship from the game, only remove Runes of Odin from the game. The terrain piece itself remains in play and follows all standard rules for icebergs for the remainder of the game.
- If a ship with the **Icebreaker** keyword *rams* this iceberg, remove the iceberg and this UT from the game. The ship remains in play and takes no damage.

Runes of the Serpent

- A ship with this treasure aboard does not take damage when it docks with either iceberg.
- A ship can be given only a move action on the turn it docks with the second iceberg. It cannot be given a shoot, repair, or explore action unless one or more of those actions can occur as part of the move action.
- If the ship has the **Icebreaker** keyword, you must choose whether ram it or dock with it. After docking with the second iceberg, the icebreaker must move away and come back in order to ram it.
- This ability does not override the effect of Runes of Odin. Any ship that docks with that iceberg is removed from the game.

Runes of Wealth

- This treasure changes only the printed *value* of non-unique treasure, not its type. You cannot replace gold coins with silver coins, or vice-versa.
- The altered treasures may be replaced with treasures (*of the appropriate value*) from your collection. If they are not physically replaced, they must be marked using a token or some other method to indicate their new values.

Savage Natives

- See: Cursed Natives*

Screw Engine

- When this ability is revealed, the ship may move its entire base move twice within a single move action.
 - Modifiers that add **+S** or **+L** to a base move may also be used twice, and are applied to each instance of the base move. For example, a ship with a printed base move of **L** plus a Helmsman would move **L+S**, **L+S**. It cannot move **L**, **L+S+S** or **L+S+S**, **L**.
 - Abilities that normally apply at the beginning or end of a move action apply only once, before or after the entire doubled movement as applicable. For example, a ship with the **Windcatcher** keyword and a Captain aboard could rotate, move twice, and then shoot.
- If this ability is revealed but then the ship becomes incapable of making the second movement (*because it is pinned, derelict, docked, etc.*) the additional movement is lost and Screw Engine is removed per its text.

Spices or Smuggled Goods

- This ability applies before any modifiers that add to or subtract from the gold value of a treasure.
- See also: **Abilities That Modify Gold Values**

Sunken Treasure

- If the value of this unique treasure is reduced to zero it remains aboard and continues to take up two cargo spaces until it is unloaded at a home island.
- If other cargo can be unloaded to make room for this treasure, it must be unloaded. If the ship has fewer than two cargo spaces and/or sufficient cargo cannot be unloaded, this treasure is still loaded and will take up the additional space as it becomes available.

The Cursed

- A ship carrying this treasure must roll for **Fear** against friendly ships. This is not optional.

The Red Skull

- This ability *changes* the nationality of the ship and all crew aboard to Cursed.
 - Other abilities that apply specifically to the Cursed nationality will apply to this ship and its crew as if their original printed nationalities were Cursed.
- This ability applies to crew only while they are aboard this ship. When a crew is loaded onto this ship its nationality changes to Cursed; when a crew is unloaded it reverts back to its original nationality.

Trade Route

- This ability applies only to non-unique treasure.

Trees

- Trees *must* be applied when loaded by a ship that does not have all of its masts; it cannot be saved for later.
- Trees repairs only masts and components that can normally be replaced with a repair action. It has no effect on other removable components such as the Panels of a Turtle Ship or the outriggers of a Catamaran. It will repair the jammed cannon of a Bombardier ship.
- Using Trees is not considered a repair *action*.
- Trees may be used to repair a Giant Crab (**Titan**). The sea creature rules forbid only repair *actions*, and the **Titan** keyword allows the Giant Crab to explore islands like a normal ship.

Triton's Defense

- This ability may be used when a sea dragon declares a swoop attack against this ship. The sea dragon takes damage and is moved **S** before rolling for the attack. If it is still within range (**L+L**) of the original target the attack is resolved normally. If it is moved out of range, it may choose a different target that is within range. If the controller of the sea dragon does not wish to choose a new target or there are no valid targets, the action is lost.

Turtles!

- You are not required to have ten copies of this unique treasure card to fully use this ability. Instead, when this unique treasure is revealed you may place ten markers or tokens of a similar size to represent the turtles. Each of the ten tokens is considered an individual unique treasure for the purposes of all other rules and effects.
- When revealed, the turtles must be placed within **S** of the island. If there is insufficient space to place all ten within **S**, any turtles that will not fit are not used.
- Turtles cannot be loaded onto a ship by any means.
- When moving toward your home island...
 - Turtles do not have to take the most direct path, but after moving should always be closer to your home island than their previous location, if possible.
 - Turtles will always move their full distance of **S** unless blocked by another game piece, such as a ship.
 - The turtles may be moved individually, but when possible it is recommended that they be moved in a group or groups to avoid any unnecessary delays in the game.
- It is appropriate to yell "*Save the wee turtles!*" or "*Save me from the wee turtles!*" in a fake Scottish accent when this unique treasure is revealed.
 - In fact, it is strongly encouraged.
- (Continued...)

Turtles (continued)

- A ship can eliminate only one turtle per move action, regardless of how many it touches.
- Submerged ships cannot touch (eliminate) turtles. Turtles cannot be rammed by a submerged submarine.
- Ships cannot pass through a turtle. If a ship's movement would pass through a turtle, it must stop where the contact would first occur.
- Turtles cannot be shot and do not block lines of fire.
- Turtles cannot be directly affected by Foul Winds or other abilities that move ships, but those effects can be used to push a ship into contact with a turtle, which will eliminate it.
- If terrain moves and makes contact with a turtle it stops moving immediately, but otherwise has no effect on and is unaffected by the turtle.
- Terrain cannot be placed on or under a turtle by any means.
- If Kharmic Idol or Pirata Codex is revealed, all turtles in play (*including those that have already arrived at a home island*) are removed from the game.
- If Jailhouse Dog is used as an "interrupt" when this UT is first revealed, it will prevent the placement of any turtles.
- If Jailhouse Dog is used after the turtles have been placed, it can remove only one individual turtle.
- If two or more groups of turtles are in play and are not moving to the same destination, it is recommended that you use different tokens for each group to make them easier to distinguish.
 - Opposing groups of turtles pass through each other and will not interact in any way.
 - Alternate: Players may agree before the game that opposing turtles can eliminate each other.

Volcano

- Volcano is applied before applying the effects of any other unique treasures.
- Other unique treasures are included when determining which treasures are randomly eliminated.

Voodoo Doll or *Death's Doll*

- Once a crew has been turned facedown it must remain facedown until its next turn is completed.
- When this effect ends the crew remains facedown until revealed following the standard rules, by using its ability.
- When turned facedown, all abilities of the target crew cease to function. If that results in an illegal situation it must be resolved immediately by removing crew or other cargo from the game as necessary.
- Any links associated with the target crew continue to function normally while it is facedown, unless those links were provided by an ability of the crew.
- Any face up crew may be targeted whether it is on a ship or not.
- This ability only prevents a crew from using its abilities. It may still be targeted by other abilities and effects.
- If a crew is changed to Cursed by **Black Mark** or some other effect, it cannot be targeted by Voodoo Doll.

Wine

- If Wine is exchanged for a treasure in a fort, it may be loaded by a ship and reused.
- If Wine is exchanged for a treasure on a home island, it cannot be loaded or reused.

Witch's Brew

- The fog bank placed by this ability follows all rules for fog banks, except the distance placement restrictions.
- The fog bank cannot be placed in contact with any ship, island, or other terrain.

Wolves

- This unique treasure is a valid target for a shoot action by a Marine or by a ship that carries a Musketeer (*only the cannon provided by the musketeer can shoot at Wolves.*) The Deck Cannon unique treasure cannot target Wolves.
- The line of fire may be drawn to any part of the island when attacking Wolves.
- Wolves prevents you from loading ALL treasure from the island, including other unique treasures.
- If a ship has the ability to trade treasure from one island to another, it cannot target treasure on an island where Wolves has been revealed because that ability requires the traded treasure to be loaded, which Wolves prevents. If Wolves has not been revealed, even if one or more players know it is there (due to other abilities), the island may be targeted for the swap normally.

EVENTS

- Events are not assigned to specific ships during setup, and may be applied any time their conditions for use occur.
- Only one “*beginning of turn*” event token may be revealed during your turn.

Becalmed

- When affected by Becalmed, a ship with an Oarsman, a keyword such as **Galley**, **Longship**, **Turbine**, or **Turtle Ship**, or any other ability that allows movement while derelict may move as if it had no masts remaining.

Divers

- If the treasure on the sunken ship would normally be split between players (2-player game), Divers must be applied before the value of treasure on the sunken ship is revealed.
- Gold recovered by Divers is placed directly on your home island, not on any ship in your fleet.
- This event cannot be revealed if a Raft event was used at any time during the current turn, even if it was applied to a completely different ship.
- If Divers and Raft are revealed at the same time, Divers is returned to its owner and may be used later in the game.

Duel

- This event removes crew from the game, so abilities that prevent elimination have no effect.
- This event may target facedown crew.

Favor of the Gods

- This event removes only events that are currently in play and active. It has no effect on unrevealed events.
- This event does not act as an “interrupt” for other events. It can be revealed only at the beginning of your own turn.

Foul Winds

- If the bow of a ship is touching an island after being move, it is considered docked.
- This ability is considered an outside force that moves or pushes a ship. *See: Abilities That Move Ships*

Hidden Cove

- When you use this event, you may choose whether to dock the ship at the nearest unexplored wild island or the nearest wild island with no treasure.
- Use of this event is not considered movement or a move action.
 - It may be used if the ship is pinned, derelict, or surrounded by a kraken/octopus.
 - An Explorer cannot be used when this ship docks because it requires a move action.
- This event applies as a free action. The ship may still be given actions normally after docking at the island.
- The ship cannot use its action for the turn to explore the island after using this ability because the rules state that a ship must *begin the turn* docked at an island in order to be given an explore action. The ship may explore the island on a following turn, or it must move away and re-dock (with an Explorer crew) to explore the island this turn.
- If the ship was towing a derelict or flotilla, only the ship goes to the island. The towed item remains behind.

Mermaids

- This ability applies only to your own turns. It does not “count” the turns of opposing players.
- Transferring crew to or from this ship after this ability is applied will not change the duration of the effect.
- Abilities that do not apply to, modify, generate, or require an action for this ship may be used normally.

Raft

- This event must be revealed immediately after your ship sinks; you cannot wait until later in the turn.
- If Raft and Divers are revealed at the same time, Divers is returned to its owner and may be used later in the game.
- Wild islands that contain forts are ignored by Raft; all crew and gold go to the nearest non-fort wild island instead.
- If the ship has the **Eternal** keyword, its cargo is placed on the wild island *before* returning the ship to its home island. If **Eternal** was provided by a (*now removed*) crew, it does not function and the ship sinks normally.
- If a crew or treasure cannot be removed from the ship and/or cannot be placed on the island for any reason, it is ignored by Raft and sinks with the ship.

Rolling Fog

-If the fog bank moves and touches any game piece or other object, it stops moving immediately. If that game piece was a ship it becomes “lost” immediately, following the normal rules for fog banks.

-When the fog bank moves, any ships that were “lost” inside remain inside and move with the fog.

FORTS

-Refer to the *Pirates of the Crimson Coast* or the *Pirates of the Revolution* rule sheets for illustrations that show how to construct a fort game piece.

-The complete, revised rules for using forts are as follows:

Forts are printed on two cards and are assembled like ships. Fort flags represent cannons, and you can customize a fort by placing its flags in any of the eight slots on its walls. Forts are not placed during setup; rather, they are purchased and built during the game on wild islands you have explored. A wild island may have only one fort on it at a time.

Building Forts

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

--One of your ships must be docked at a wild island

--One of your ships must have explored the island.

--You must have non-unique treasure with a value equal to or greater than the gold cost of the fort on your home island.

--You must have at least one ship of the same nationality as the fort in your fleet.

If all of these 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, then place the fort on the wild island where your ship is docked. The fort must be placed such that two of its opposite corners are completely on the island. The number of flags placed on an assembled fort should match the number of cannons printed on its base plate.

Treasure

If there is any treasure remaining on the wild island where the fort is built, move it inside of the assembled fort; it is now yours. You may give a ship an explore action to load treasure from a fort and transport it to another fort or your home island, but the fort must always have an amount of gold inside of it that is equal to or greater than its gold cost. When a ship docks at a friendly fort, any treasure aboard may be unloaded to the fort as a free action. A ship cannot dock at or explore an island that contains an opposing fort.

Shooting

Forts may be given only shoot actions; they cannot repair, move, or explore. Shooting with a fort cannon is just like shooting with ship cannons; use the indicated ranges and ranks indicated on the base plate, and measure distance from the flags. Lines of fire drawn to and from the fort are not blocked by ships, the island, or any part of the fort itself, but they are blocked by fog banks and icebergs. When your fort shoots you may assign one printed cannon to each flag on the fort. You may reassign the cannons to different flags each time you give the fort a shoot action, but you can never fire more cannons than it has flags remaining.

Damaging Forts

When a fort is hit its player eliminates a flag. When all of a fort’s flags are eliminated it is considered “abandoned” and cannot be given any actions. When an abandoned fort is hit, remove it from the game and place all of the treasure that was inside of it (*including the treasure used to build the fort*) facedown on the island, which reverts to an unexplored wild island for all players. A destroyed fort may be rebuilt, but all of the prerequisites for building it must be met again.

Game End

When the game ends, all treasure stored in your forts (*including the treasure used to build the fort*) is added to the gold on your home island to help determine the winner.

-(Continued...)

Forts (*continued*)

- Abilities and effects that refer to “ships” or “masts” have no effect on forts unless specifically noted otherwise.
- Gold stored in a fort does not count toward the “*more than half*” endgame condition (**End condition #2**); only gold on your home island counts for that purpose.
- An “abandoned” fort still belongs to its original owner, and all gold inside will count for the player when the game ends. If a fort is destroyed, the gold on the island does not count toward victory for any player
- The Barbary Corsair, Jade Rebellion, Cursed, Mercenary, and Viking nationalities do not include any fort game pieces. If your fleet is composed of ships from only those nations, you may build forts of any (one) nationality.
- Exploring an island and marking it “explored” are not the same. If you use an ability to mark a wild island “explored” it does not immediately allow a fort to be built. One of your ships must still explore the island.
- When building a fort you must use the smallest denomination of non-unique coins that satisfy the required gold cost. You cannot make change or intentionally overpay for a fort.
- Since a fort is built at the end of a turn, you must wait until your *next* turn before giving it a shoot action.
- The effects of Mysterious Islands (**including Great Turtles**) are ignored if a fort is present on the island.
- An island with a fort is still considered a wild island for the purposes of all other abilities and effects.
- Unique treasures like Wolves, Blood Money, and Cursed Natives that prevent some or all gold from being loaded from an island do not prevent a fort from being built on the island. However, their effects do apply normally to any treasure stored in the fort.
- A ship that is docked at a friendly fort may be given repair actions, unless specifically prevented by some other ability or effect.

SPECIFIC FORT ABILITIES

Devil's Maw

“Place your eliminated crew on this fort. They gain the Ghost Ship keyword.”

- This ability has no effect when crew are removed from the game; it applies only when crew are eliminated.
- This ability applies only to crew that are eliminated *after* it is built; it has no effect on previously eliminated crew.
- When an eliminated crew is loaded onto a ship from this fort, the **Ghost Ship** keyword is applied as if the ship had the ability printed on its deckplate.
- Abilities that can eliminate a crew to give a ship an extra action cannot be used with this fort ability because it returns those crew to play after being eliminated. In order to use that extra action ability, the crew must be completely eliminated and must remain eliminated for the remainder of the game. In addition, that ability cannot be used intentionally with this fort to give those crew the **Ghost Ship** keyword instead of gaining an extra action.
- The “doctor” ability is applied *before* this ability, because it prevents elimination.
- If some other ability prevents elimination or allows a crew to return to play after it is eliminated, it is applied before this fort's ability.

Fort Brompton

“This ship gets +1 to its cannon rolls when a ship is docked at it.”

- The effect of this ability does not increase if additional ships dock at the island; only a single +1 is applied regardless of how many ships are docked at the island.

Paradis de la Mer

“The first time this fort is shot at each turn, roll a d6. The result is the number of times this fort must be hit that turn before any of its cannons can be eliminated.”

- The d6 result is the number of hits required to eliminate the first flag only; it is not the number of hits required to remove each flag. For example, if a result of 4 was rolled, the fourth hit will remove one flag. The fifth hit and every subsequent hit this turn will remove one flag each.
- This ability must be re-rolled each turn; the result from a previous turn cannot be carried over to the current turn.
- This ability is ignored by Neptune's Trident (unique treasure).

Ramsgate

“This fort has one 2(L)-range cannon. When placing this fort, indicate this cannon by placing two flags side by side.”

- This ability modifies the range of one of the existing cannons on this fort; it does not provide an additional cannon.
- The double-flag cannon has a *range* of 2L and uses the normal printed rank (3S).
- Once the double-flag cannon has been placed it cannot be moved to a different location on the fort.
- If the fort is hit and the double-flag cannon must be removed, both flags are removed at the same time. After it has been removed this ability cannot be applied to a different cannon.

PIRATES: QUEST FOR DAVY JONES' GOLD (Board Game)

General Rules

- A Captain (crew) is not assigned to any specific ship, and the ability may be applied to a different ship each turn.
- All tokens are loaded when found while exploring regardless of their effects, unless specifically stated otherwise.
- After revealing a Curse or Encounter token it is loaded facedown by the ship, unless stated otherwise.
- Davy Jones Encounter tokens are removed from the game when found and are never loaded by a ship.
- When using **Parley**, the target player may choose if the coin is taken from their ship or their home island; the specific coin taken is chosen randomly. The effects of Encounter and Curse tokens are ignored if taken in this way.
- When using the two-player option all ships controlled by a player are treated as if they were the same color and all four may be given actions during the same turn. When a player's ships are affected by a Curse, any two may be selected regardless of their original colors. Choosing the specific ship that found the Curse is not mandatory.

Compatibility

- Ships and crew from the full game can be used with the board game, but care must be taken so that the game pieces used by each player are relatively equal in capability.
- Many abilities and effects in the full game will not function properly and/or will have significant detrimental effects on overall game play, so they should not be used with the board game. Use your best discretion.
- The ships and crew from the board game may be used in the full game for casual play but are not legal for use in Organized Play events unless specifically allowed by the event description.
- The point values are as follows:

RED

- Blackheart (R1) = 9 points*
- Bloody Sword (R2) = 7 points*
- Blackheart (DJG1) = 3 points (Captain keyword)*

GREEN

- Treasure Hunter (G1) = 9 points*
- Doubloon (G2) = 7 points*
- Calico Cat (DJG2) = 1 point (Explorer keyword)*

BLUE

- Blackhawk (B1) = 9 points*
- Night Hunter (B2) = 7 points*
- Jack Hawkins (DJG4) = 5 points (d6 Extra action ability)*

YELLOW

- Dolphin (Y1) = 9 points*
- Mermaid (Y2) = 7 points*
- Wesley (DJG5) = 2 points (Cannoneer keyword)*

SEA MONSTERS

- Kraken (SM1) = 10 points (add Sea Monster keyword)*
- Sea Serpent (SM2) = 9 points (add Sea Monster keyword)*

PIRATES CSG ONLINE

Note: The online game was shut down January 31st, 2011 and is no longer available.

Rules Discrepancies

- Due to the inherent limitations of the electronic format and a number of other factors, some rules and effects in the online version of the game function different from their counterparts in the tabletop version. Those differences apply only to the online version and have no effect whatsoever on how the tabletop game is played.

Technical Support

- The online game is not directly supported by Wizkids, Inc. Any questions or complaints regarding software, hardware, or any other technical issues with the online game should be directed to *Sony Online Entertainment Customer Support*, available at: <http://support.station.sony.com>

USEFUL LISTS (Reference)

Order of Operations

-The following two lists detail the different steps, abilities, and effects that can occur during a move action or an explore action and the order in which they are applied.

-Not all steps listed can occur during a single action. Various situations, abilities, and other effects will determine which can occur and which cannot, but the order never changes (except where specified).

MOVE ACTION

1) **Give** the ship a move action.

--Move action begins--

2) **Initiate towing** if the ship is touching a friendly flotilla or the bow of a derelict (*Cannot tow again in Step 7*).

3) **Rotate** the ship 180° (*Requires the Windcatcher keyword*).

4) **Move** the ship using its printed movement segment(s). Reduce this value to **S** if towing a derelict.

5) **Move** the ship using any bonus segments (*Requires a Helmsman or other +S and +L abilities and effects*).

6) **Rotate** the ship using a “stern turn” ability (*Requires the Schooner, Galley, or Longship keywords*).

7) **Initiate towing** if the ship is touching a friendly flotilla or bow of a derelict, and towing did not occur in Step 1.

8a) **Explore** a wild island if the ship has docked (*Requires an Explorer, or an “explored” marker*).

8b) **Shoot** if the ship has a valid target (*Requires a Captain*).

--Move action ends (is resolved)--

9a) **Ram** if the ship’s bow (*or a blade; requires Switchblade keyword*) has touched an enemy ship.

9b) **Blade attack** if the ship did not ram an enemy ship (*requires Scorpion keyword*).

10) **Pin or become pinned** (*if the rammed ship has at least one mast remaining or an ability causes a pin*).

11) **Board** the enemy ship (*if this ship has rammed it or made a blade attack*).

-Steps 2 and 7 are mutually exclusive; only one can occur during a single move action.

-Steps 8a and 8b may occur in any order, as chosen by the player controlling the ship.

-Steps 9a and 9b are mutually exclusive; only one can occur during a single move action.

-Other abilities that apply as part of a move action but lack a specific timing may be used immediately before or after any movement segment or the stern turn (Steps 3, 4, and 5).

EXPLORE ACTION

1) **Dock** with an island (*on a previous turn for a non-free explore action, or the current turn for a free explore*).

2) **Roll** for the Mysterious Island effect.

3) **Give** the ship an explore action (*if a free action, it requires an Explorer or an “explored” marker*).

--Explore action begins--

4) **Look** at all treasure on the island without showing your opponents.

5) **Trade** one treasure with a treasure on another wild island (*if allowed by an ability*).

6) **Reveal** all unique treasures (*unless they can be loaded facedown*).

7) **Load** all revealed unique treasures face up.

8) **Apply** the effects of all revealed unique treasures.

9) **Place** the ship at its new location (*if required by a unique treasure ability*).

10) **Swap** a treasure on the island for a crew on another ship (*if allowed by an ability*).

11) **Load or unload** facedown UTs, non-unique treasure, and any other cargo as desired and as cargo space allows.

--Explore action ends--

-If the ship is moved away from the island during Step 9 the explore action ends immediately; no other cargo can be loaded or unloaded.

-Steps 5, 9, and 10 can occur only if specific abilities are present.

UNIQUE TREASURES (LOADED FACEDOWN)

-The following is a list of all unique treasures that are loaded facedown when found; you may reveal them at a later time when you choose to use their effects. All other unique treasures are revealed immediately when found and their effects are applied at that time, unless stated otherwise in the ability text.

- Abandoned Crew (both versions)
- Cross of Coronado
- Driftwood
- Dry Powder
- Explosives
- Fireworks
- Fron of Fisaga
- Homing Beacon
- Jack's Compass
- Jailhouse Dog
- Livestock
- Mines
- Necklace of the Sky
- Pension
- Periscope
- Poseidon's Breath
- Potions and Brews
- Runes of Destruction/Loki/Magic/Odin/Power/Speed/Thor (*all Runes except Death, Serpent, and Wealth*)
- Screw Engine
- Targeting Scope
- Trade Route
- Triton's Defense

ACTION LIMIT

-All of the following abilities are affected by the action limit. Only one of these may be applied to a ship in a single turn, in addition to its standard action for the turn.

-Note that this list is not all-inclusive; the limit may apply to additional abilities as well (*use your best discretion*).

- 1) **SACrifice Action** (*"Once per turn, you may eliminate one of this ship's crew to give her an extra action."*)
- 2) **D6 Extra action** (*"Once per turn roll a d6. On a 5 or 6 this ship can be given an extra action."*)
- 3) **D6 Same Action Twice (SAT) / Born Leader keyword** (*"Once per turn roll a d6. On a 5 or 6 this ship can be given the same action twice."*)
- 4) **Fleet Action** (*"Once at the beginning of each of your turns, roll a d6. On a result of 6, any ship in your fleet can be given two actions that turn."*)
- 5) **Lord Mycron, Capitaine Baudouin Deleflote** (*"Instead of giving this ship an action this turn, you can give another ship in your fleet two actions"*)
- 6) **Davy Jones (OE-016), Emperor Blackheart (All-Powerful keyword)** (*"Once per turn roll a d6. On a 1-4, you may give this ship an extra action; on a 5, you may give any ship you control an extra action; on a 6, you may give an enemy ship an action."*)
- 7) **Captain Jack Sparrow (PotC-019)** (*"When given an explore action, if this ship chooses the last treasure coin from an island, this ship can be given a move action."*)
- 8) **St. Pierre** (*"If a ship docks at this fort and unloads at least 4 gold, it may be given a second action that turn."*)
- 9) **Dry Powder (Unique Treasure)** (*"On any one of your turns you may turn Dry Powder face up to give this ship an extra shoot action for that turn."*)
- 10) **Elizabeth's Piece of Eight (Unique Treasure)** (*"You may give an action to any Pirate ship instead of giving this ship an action."*)
- 11) **Cursed Conch (Unique Treasure)** (*"Instead of giving this ship an action this turn, you may give a sea monster an action, even if it is not part of your fleet."*)
- 12) **Seleucis** (*"Give this sea monster a move action, but do not move it. Move any other sea monster instead."*)

CARD RARITIES for Ship Types and Forts

-This list is intended only as a reference guide. It is **not** errata.

-All **Super-Rare** and most **Limited Edition** items are excluded because they are not ship type specific.

1-Mast (*Galley*): **Rare**
1-Mast (*Longship*): **Common**
1-Mast (*Sloop*): **Rare**
1-Mast (*Turtle Ship*): **Rare**
2-Mast (*Blockade Runner*): **Uncommon**
2-Mast (*Catamaran*): **Special/Mega**
2-Mast (*Galley*): **Common**
2-Mast (*Junk*): **Common, Rare (DPotC)**
2-Mast (*Longship*): **Rare**
2-Mast (*Schooner*): **Common**
2-Mast (*Sea Monster/Shark*): **Uncommon**
2-Mast (*Square-rigged*): **Common**
2-Mast (*Submarine*): **Rare**
3-Mast-A (*Jib sail, two-level deck*): **Common**
3-Mast-B (*Square-rigged, one-level deck*): **Uncommon**
3-Mast (*Bombardier*): **Rare**
3-Mast (*Double Catamaran*): **Special/Mega**
3-Mast (*Galley*): **Common**
3-Mast (*Hoist*): **Rare**
3-Mast (*Icebreaker*): **Rare**
3-Mast (*Junk*): **Common**
3-Mast (*Longship*): **Common**
3-Mast (*Schooner*): **Common**
3-Mast (*Scorpion*): **Rare**
3-Mast (*Submarine*): **Rare**
3-Mast (*Turbine*): **Special/Mega**
3-Mast (*Windcatcher*): **Special/Mega**
4-Mast (*Galley*): **Rare**
4-Mast (*Schooner*): **Uncommon**
4-Mast (*Sea Dragon*): **Special/Mega**
4-Mast (*Sea Monster/Sea Serpent*): **Rare, Uncommon (OE)**
4-Mast (*Square-rigged*): **Uncommon**
4-Mast (*Switchblade*): **Uncommon**
4-Mast (*Titan/Giant Crab*): **Uncommon**
5-Mast (*Sea Monster/Giant Squid*): **Rare**
5-Mast (*Square-rigged*): **Rare**
6-Mast (*Junk*): **Rare**
8-Mast (*Kraken*): **Special/Mega**
8-Mast (*Octopus*): **Special/Mega**
10-Mast (*Junk*): **Limited Edition**
Flotilla: **Rare**
Fort: **Common**
Native Canoes: **Uncommon**