## START TURN: Scout Check

Faction ships **SCOUT** check player ships on the same card.
**5+: COMBAT**
Pirates only scout players with no bounties.
Navy ships only scout players with bounties or contraband.
Players with no bounties may discard all contraband to avoid combat.

## Draw Event

Discard the current event
Draw and place a new event card

## Spawn / Move Ships

Spawn (or move) the ship on the old card to the port on the drawn card

## Sail NPC Ships

Each ship sails the direction indicated on the drawn card
North from an ocean goes to top-left
South from an ocean goes down-right
If no possible move, sail clockwise

## Resolve Event Action

Resolve the event (A, B, C) on the old card that connects with the drawn card.

Peace

War

No War

## War Ends

Rotate war card to "Peace"
Remove nation tokens from ports

## War Starts

Flip/rotate the war card to the warring parties
Aggressor takes over a port closest to the target port. Cover with a nation token.
If there is a tie, prefer the port on target port's row. If there is still a tie, prefer the leftmost port.

## Planning Phase

Roll the 3 black crew dice
Place them on crew boxes with matching pips
**If triples rolled:** Place all 3 crew dice anywhere
Dice count in both their respective row and column

## End of Action Phase

**Repair:** Optionally pay to repair ship to full health

No More Action

## Player Action Phase

Each player may sail and/or take **1** action in any order.

**Deposit:** At home port, you may deposit to gain 1 fame.

## Sail

Move your ship up to the number of **SAILING** dice placed

Each faction ship you sail to performs a **SCOUT** check.

Scout Success

## Attempt to Raid

Roll 1 + **LOOKING GLASS** check
**Any 5+:** Flip the merchant token and choose whether to raid.
Move the token to an empty sunk box
If sunk boxes are full, shuffle the sunk tokens into the supply and refresh all merchant tokens

Don't Raid

Raid

## Port Actions

## Combat

## Raid

**At port**: Gain a bounty with the port nation
**At sea**: Gain a bounty with the raided ship nation
Deal 3 cargo cards
Roll 1 + **MARKSMANSHIP** check
**Each 5+:** Replace 1 cargo, deal 1 cargo, or discard 1 cargo
Take damage from each symbol'd cargo card
If any part of your ship is destroyed or if the cargo cards have **SAILING >** your ship's **SPEED**, you fail.

Fail

Success

## Raid Success

Gain sum of all gold on cargo cards
If you gain 12+ gold, gain 1 fame.
Gain any cargo cards which didn't deal damage
Discard cargo down to **CARGO HOLD** max.

## Combat

Compare **SPEED** against target. The faster ship gets volleys equal to difference before battle.

Each round, each side chooses **Volley**, **Board**, or **Flee**

If faction ship has destroyed **CANNON**, it will choose Board. If it also has destroyed **CREW,** it will Flee.

Next Round

Volley

Board

Flee

## Volley

Each side rolls dice equal to **MARKSMANSHIP**
You get **+1** die
If a side's **CANNON** is destroyed, they roll 0.
If a side's **MASTS** are destroyed, they roll **-1** die

**1-4:** Mark damage for each rolled area
**5+:** Miss
Discard a weapon token to assign all hits to **CREW**

If an area is destroyed, you assign damage to your ship elsewhere
Faction ships prefer to assign damage to **CANNON > CREW > CARGO > MASTS**

Defeat

Victory

## Board

Opponent gets 2 volleys
If attacker still has **CREW**, continue to boarding combat.

Defeated

Crewed

## Flee

Opponent gets 3 volleys
If not sunk, fleeing player sails 1 map card
A fleeing faction ship is removed from map

Flee

## Boarding Combat

Each round, both ships roll **LEADERSHIP** dice
You get **+1** die

**5+:** Damage opponent's **CREW**
A side can only inflict damage equal to **CREW** it has

When a side's **CREW** is 0, the ship is captured.
You may replace your ship with the damaged captured ship, keeping your upgrades and crew.

Sunk

Next Round

## Victory

**Navy:** Gain **SUNK** reward and bounty from that nation
**Pirate**: Gain **SUNK** reward only if you have no bounties

## Defeat

Lose half your gold.
Lose 1 fame.
Reset ship damage.
Return ship to home port.

**End of Action Phase**

## Port Actions

Take up to **LEADERSHIP** actions at port
You can only do each action once

You must not have a bounty with the nation of the port, unless it's your home port.

## Visit Shipyard

Buy port's upgrade for **3**
Buy a weapon token for **2**
Buy a Frigate or Galleon for **30**
(Transfer upgrades, update new damage cubes, and gain 1 fame)

## Buy Cargo

Deal 4 + **PRESTIGE** cargo cards
Discard any that match the port's in-demand good or contraband
You may buy each cargo type:
1 dealt: Pay **3** to get it
2 dealt: Pay **2** to get both
3+ dealt: Pay **1** to get all
Contraband: Pay **3** each

## Sell Cargo

Discard any cargo cards
Gain **6** if the good is in-demand
Gain **3** otherwise
Gain **10** for contraband at target
Gain 1 fame if selling 3 in-demand goods at once.
If you sold in-demand goods, replace that port's goods token

## Listen to Scuttlebutt

Make a 1 + **[ICON]** skill check
**Any 5+:** Gain the reward