

BATTLE ON DECK!



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SUMMARY

You're the Pirate Captain, and you live or die by your Ship.

Your field is the deck of your Ship. Your opponents' fields are theirs. You cannot be damaged directly, but if the Ship is lost, you've lost.

Draw your cards, play your hand, and prepare for battle!

GAMEPLAY

Each player starts by drawings 5 cards, and draws an additional card each turn. Players can only hold 7 cards in their hand at once, and must Retire any extra cards at the end of their turn. Retired cards are sent to the discard pile, unless otherwise indicated. When the draw pile gets too low, reshuffle the discard pile.

The three card types are Stations (Crew Members and Cannons), Interactions (Ammo and Incidents), and Field Effects (Captains and Equipment).

Each Ship can maintain 4 Crew Members and 4 Cannons on deck at one time, and one of each unique Field Effect. Players may play 1 Crew Member and 1 Cannon per turn, and these cannot be used on the turn they are played.

Each Ship can take 20 Damage before being sunk. When the Ship Health drops below a damage tier (15, 10, 5), that becomes the new maximum that the ship can be repaired to. If a ship with 13 health achieves 4 successful repairs, the ship can only return to 15 health.

CARD TYPES



Crew (green) - Each turn, Crew Members can perform a ship action or use their alternate ability (except for the turn they come on deck).

Each Crew Member can take four damage (indicated on card edges, rotate to show damage) before being Retired from the battle.

Player may choose to Retire Crew Members early.

CARD TYPES



Cannons (orange) - Cannons have different accuracies and power, and can fire one Ammo each turn (except for the turn they come on deck). Cannons must have a Crew Member to fire the cannon, and fire standard round shot. Cannons damage the Ship directly, unless specified on the card. Each Cannon can fire four times (indicated on card edges, rotate to show uses) before being Retired from the battle. Player may choose to Retire Cannons early.

CARD TYPES



Ammo (red) - Ammo cards are special one-time effects used in place of the standard round shot. Each Cannon can only use one Ammo card each turn. Ammo cards are

Retired after use.

CARD TYPES

SHOT OF GROG

Play on Crew Member
doing Healing before
rolling.

Heal target Crew
Member to full health.

Crew Member healed
with this card can take
no action during their
next turn.

Incident (yellow) -
Incident cards affect
play based on their
text. Follow the
instructions on the
cards, and use them to
affect battle,
movement, and

damage. Incident cards are Retired
after use.

CARD TYPES



Captains (purple) - Captain cards can be shuffled in, chosen before the game, or left out of the deck.

Captain cards are played on your own ship, and change skill

score for each Crew Member in play on your ship. Captain cards are ship effect, and cannot be targeted by attack actions. Player may only play one Captain card at one time, but they may Mutiny, by Retiring their Captain to play a new one.

CARD TYPES



Equipment (blue) - Equipment cards are played on your own ship, and give a skill bonus to each Crew Member in play on your ship. Equipment cards cannot stack the

same effects (i.e., two Spyglasses still only give a +1 bonus) but they can stack effects with Captain cards.

Equipment cards cannot be targeted by attack actions.

ACTIONS



Each Crew Member can perform one Action per turn, or use their Alternate ability. The player must roll one die for each Crew Member; if the roll is less than or equal to

their Action skill score, the Action is a success. Effect cards, like Equipment or Captains, add to the skill score before the die roll.

Fire Cannon (Attack) - Roll die to determine a hit on enemy Ship. Damage is printed on Cannon card. Crew Member must have access to a Cannon on deck.

Pistol Shot (Attack) - Roll die to determine a hit on an enemy Crew Member. Inflicts 1 Damage.

Repair Ship - Roll die to determine a successful repair on your Ship. Repairs 1 Damage.

Heal Crew - Roll die to determine a successful heal on target Crew Member on your ship. Heals 1 Damage.

Scavenge - Draw a card. Do not roll.

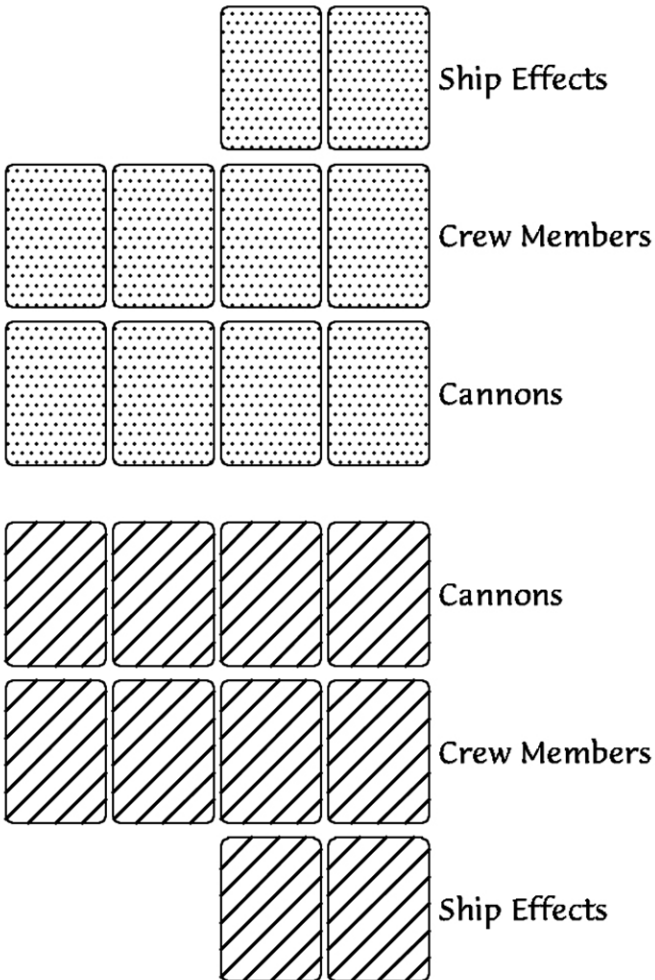
PLAY SEQUENCE

Player starts by drawing one card, and decides to play Captain Johann, giving all of his Crew +1 Skill with cannons (except for the Shipwright).

Player decides to have the Gunner (4 Skill) fire the Carronade (-1 Skill) with a Heated Shot (+1 dam.). With Captain Johann, this gives the Gunner a Skill of 4. The Shipwright is tasked with repairing the ship dam. (Skill 3), and the First Mate (3 Skill) is set to fire the Culverin (+0 acc.), plus the Captain's bonus, gives him a Skill of 4.

The player rolls three dice. The Gunner gets a 2, the Shipwright a 3, and the First Mate gets a 5. The Gunner does 4 dam. (3 for the Carronade, +1 for Heated Shot), and the Shipwright repairs 1 dam. to the player's ship. The First Mate misses. Player ends their turn.

GAMEPLAY LAYOUT



LEGEND

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All other artwork and text by
Michael Blascoe.

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