

# BATTLE ON DECK!



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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.

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.

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.

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

Crew (green) - Each turn, Crew Members can perform a ship action or use their alternate ability. Each CM 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.

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.

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.

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.

Captains (purple) - Captain cards can be shuffled into the deck, selected before the game starts, or left out of the deck. Captain cards are played on your own ship, and give an action bonus to each Crew Member in play on your ship. Captain cards are ship effect, and cannot be targeted by attack actions. Player may choose to Retire a Captain early, but can only play one Captain card per game.

Equipment (blue) - Equipment cards are played on your own ship, and give an action bonus to each Crew Member in play on your ship. Duplicate Equipment cards can not stack the same effects (i.e., two Spyglasses still only give a +1 bonus). Equipment cards can stack effects with Captain cards. Equipment cards are ship effect, and cannot be targeted by attack actions.

**Actions:** Each Crew Member can perform one Action per turn: Cannon, Pistol, Heal, Repair, or Scavenge. The player must roll one die for each Crew Member, and 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** - 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** - 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.

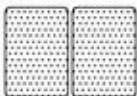
**Heal Crew Member** - Roll die to determine a successful heal on target Crew Member on your ship. Heals 1 Damage.

**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 an 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 an Skill of 4.

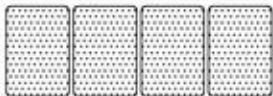
The player rolls three dice. The Gunner gets a 2, the Shipwright a 3, and the First Mate gets a 5. The Gunner does 4 dam. (3 for Culverin, +1 for Heated Shot), and the Shipwright repairs 1 dam. to the player's ship. The First Mate misses. Player 1 ends their turn.



Ship Effects



Crew Members



Cannons



Cannons



Crew Members



Ship Effects

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!

Icon artwork provided by  
[www.game-icons.net](http://www.game-icons.net).

All other artwork and text by  
Michael Blascoe.

96 - Cards  
4 - D6 Action Dice  
4 - D20 Ship Dice  
1 - Rule Booklet