Rule Remarks About *Blackbeard* v4.0
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How to Win: game ends if third pirate of one player retires or dies, winner is surviving or retired pirate with most net worth ●●● win at once if 100 notoriety gained ●●● if game would end by pirate retirement and the player conducting this pirate would win the game, it continues until a second player meets the end condition

Prepare For Play: put Captain Blood on top of pirate deck, each player draws one pirate by cutting the pirate deck and choosing the one at the bottom of the lifted portion ●●● put in separate draw cups: governors, merchants, KCs, warships, Letters of Marque ●●● randomly distribute 6 governors among ports with Dr^{66} (not in pirate haven, only one governor in one port, reroll if necessary) ●●● randomly distribute 6 merchants among shipping lanes using action cards ●●● get pen and piece of paper

Player's Turn:

Activate Pirate: at most 2 active; choose by cutting pirate deck; choose free schooner or sloop ship log

Move Pirate: at most dr^6 plus speed modifier, at least 1; may not enter anti port; enter or leave port in same hex: 1; enter transit box: one movement operation, may not enter again until visited port; after movement choose: end turn *or* attack port (see below) *or* if pirate has used maximum of possible movement: search merchant by drawing action card and placing merchants if mentioned

Take Prize: (see below)

Perform Port Action with Pirate or KC: (see below)

Petition for KC: make $Dr^{66} \leq$ notoriety of any active opposing pirate; draw randomly; place in transit box leading to ocean of that pirate; at most 2 KCs per player

Move KC: move number of hexes $\leq$ current movement rating; option for *Anti-Pirate Campaign* (see below); may not enter port offering Letter of Marque

Attempt Interception with KC: if in same hex with pirate at start of operation (see *Interception and Combat* below)

Careen Ship or Remove Careen: pirate or KC; in any coastal hex (to refit speed damage); use dr^6 to determine amount of removed speed damage

End of Turn: draw action card to determine next player; events on action cards possible:

Draw Random Event: shuffle deck; draw action card; check random event line; KCs/warships on arrows enter transit box; automatic interception in transit box;

Move Warships: move warship up to 5 hexes (may exceed movement allowance ...) *or* draw new warship (placement by additional action card)

Warship Intercepts most Notorious Pirate: remove all warships; draw new warship; place in same hex with most notorious pirate; continue with interception (see *Interception and Combat* below)

Draw New Merchant/Draw Two Merchants: placement by additional action card

Remove Even/Odd Merchants

Strategy:

- keep searching merchants, taking prizes, watching crew unrest (declaring D&R often), evading battles, repairing damages at once, watching attack history, watching pro pirate ports, chasing enemy pirates with own KC
- option to get save haven for more net worth, more notoriety and stashing net worth (save net worth but subject to port attacks)
- greater chance to find merchants in coastal hexes but also greater chance to suffer damage by storm
- get Rigger from merchant to be able to stand more combat damage
- attack ports only with information from hostage or together with other pirate
- get Letter of Marque to upgrade ports with positive effects on net worth, notoriety and save havens
- retirement only in save havens, pro ports or with Letter of Marque in battle with KC/warship of same nationality
- to render retirement more difficult declare D&R in pro ports
- to attack other pirate with own pirate chase him, try to engage in duels and attack merchants he found
- attempt to win: get most net worth and end game by killing all pirates of one other player

Take Prize:

- if starting turn in same hex with merchant
- inspect merchant privately, decide whether to attack or not; −1 crew unrest if no attack; place merchant on top of attacking pirate
- *attack number*: combat rating + speed rating of ship + ability of pirate − merchant defense rating
- captured if $DR^{12} \leq$ *attack number*
- place attack marker of merchant's nationality on ship log if not duplicated this way; all ports of this nationality are anti–pirate now for this pirate
- pirate may use merchants ship instead of his own (only possible the ones with strength from 3 to 6), *if* pirate sustained no damage in previous turns chasing the merchant *and* a matching free ship log exists; transfer markers; new ship has no combat or speed damage; abandon surplus booty
- *cargo manifest*: draw action card; cross–index merchant's defense rating with current ocean; abandon booty if holds full; may declare *Debauchery & Revelry* (D&R): put D&R marker on pirate, +1 crew unrest, forfeit pirates next turn to remove marker; may use forfeited turn to operate with second pirate or KC; if D&R on action card, declare D&R or −1 crew unrest
- *hostages*: draw action card; new hostage if hostage number + merchant's defense rating + ocean modifier (Gold Coast: −2, Indian Ocean: −1, Caribbean: 0, North Atlantic: +1) $\geq$ 10; if hostage (useful for optional port information and more net worth) then:
  - home port: draw action card; cross–index HP column with current ocean; * means closest of ships nationality on that ocean; closest port if no fitting port exists; note on piece of paper

- torture hostage: only once per hostage; if $dr^6 >$ cruelty rating, no information; if $dr^6 \leq$ cruelty rating hostage supplies port information (useful for attack); if $dr^6 <$ cruelty rating hostage dies

- *duel*: if declaring D&R challenge most notorious pirate in same hex (see *Duels* below)

Perform Port Action with Pirate or KC:

KC: only recover or refit

Refit: repair combat damage; pirate in save haven or pirate haven: all; pirate in pro port: 2 points; pirate or KC in neutral port: 1 point; KC in anti port: 2 points

Recover: restore wound related ratings except permanent wounds; get rid of scurvy

Sell Booty: sell contents of holds; pirate haven: -20%, mandatory D&R; save haven $+20\%$; pro port $+10\%$; per 100: $+1$ unrest (less unrest), $+1$ notoriety; may declare D&R in pro or neutral port, draw governor: pro governor removed from play; anti governor: neutral port: governor remains, pirate ousted (-1 combat track); anti governor in pro port: return governor to cup, save haven forfeited *or* pro governor removed from play respectively; when sold booty may bribe governor to get save haven (not in pirate haven): pay $100 \times dr^6$; in neutral port draw governor: anti governor: bribe fails (not repaid) and return governor to draw cup

Ransom Hostages: like sell booty; prize $100 \times dr^6$

Stash Net Worth: at any time (out of turn) in save haven; not when being ousted; not recovered prior to retirement; lost when port sacked

Buy Letter of Marque: if available

Attack Port:

- no attack on: pirate haven *or* port with KC or warship of same nationality in same hex *or* port currently under attack *or* sacked or destroyed port

- get attack history marker

- *pirates total:* pirates ability + ships combat rating + dr^6; $+ DR^{12}$ instead of dr^6 if useful information from hostage

- *ports total:* ports defense strength $+ DR^{12}$

- attack successful if *pirates total > ports total*

- successful attack: pirate damage one less than lower port die; port value $\times dr^6 \times 100$ is net worth; fills all holds; notoriety equal port defense rating; number marker: port value one less; pirate player: next turn depart or sack port

- unsuccessful attack: damage equal total difference plus one; pirate ousted

- sacking port: attack again; no useful information (hostages); port only half defence rating rounded up; if successful get notoriety equal twice defence rating; $+3$ unrest (less unrest); port destroy marker; stashed net worth lost

Interception and Combat:

- if interception check tried or pirate enters hex with warship or KC

- automatic interception if (KC/warship) and pirate in same transit box when random event is drawn

- pirate intercepted if pirate's speed modifier $+ dr^6 \leq$ (KC's/warship's) dr^6

- strength is combat value $+ DR^{12}$; pirate: $+$ ability

- winner: one point damage; looser: difference as damage; pirate during combat immune to mutiny; -1 unrest (more unrest) for each point of damage

- higher roller may declare end of battle; pirate may surrender

- if pirate escapes after combat, gains 5 notoriety; if pirate wins, gains warship's strength as notoriety

- pirate roll dr^6 for each point of damage; on 1 wounded as action card says; superficial: ratings -1 until end of turn; minor: ratings -2 except cruelty until recovery; cripple: all -3 until recovery, then cruelty $+1$, rest -1; until recovery: each ability loss causes speed and combat loss; any combination of scurvy and wounds is fatal

Duels:

- attackers attack value $+ dr^6$ compared to defenders defense value $+ dr^6$

- defenders total $\geq$ attackers: attacker loose 1 endurance

- attackers total $>$ defenders: defenders loose difference in endurance; all endurance losses only count for this duel; if difference ≥ 3: draw action card to determine defenders wound (see *Interception and Combat* above)

- if both survive exchange attacker and defender role and repeat to complete one round

- repeat rounds until one is killed or backs off

- backing off ends duel but causes -3 on crew unrest track; opponent is winner

- winner of duel gets notoriety equal to endurance + duel (attack and defense) ratings of opponent and $+2$ on crew unrest track

Anti-Pirate Campaign: if pirate in pirate haven, enter port with KC and let (KC/warship) wait outside in same hex; pirate ousted; (KC/warship) outside has opportunity to intercept; draw governor: pro pirate: remove from play, anti pirate: place in port together with English Port marker

Retirement: in save haven or pro port; allowed if $Dr^{66} \times 100 \leq$ net worth; during battle with KC with help of Letter of Marque: forfeit booty in holds, dr^6: 3 to 6: ok, 1: death by hanging, 2: pay $DR^{12} \times 10\%$ of net worth during trial (11 or 12: death by hanging)

Miscellanies: trade among pirates in same port ●●● -1 crew unrest (more unrest) during blockade ●●● pirate ousted (-1 combat track) if (KC/warship) and port of equal nationality (has to enter different port before return) ●●● multiple (KCs/warships) in same hex: if different nationality then sequential attack else add combat ratings for simultaneous attack ●●● cunning means rerolls ●●● alliances between two pirates of different players: any terms within rules, operating player decides (booty!), broken: duel, search: two actions cards, deduct 2 from DR^{12}, defense: choose higher DR^{12}, port attacks: both ships combat strengths ●●● mutiny check: if $dr^6 <$ leadership then talked way out, reset crew unrest to 6; if $=$ leadership then may retire, loose on board net worth; if $>$ leadership then loose everything, removed from play ●●● a D&R pirate subtracts 2 from all intercept, evasion and battle dice rolls