



THE COMPLETE GAME

Now that you have mastered one ship, it's time to make a fleet, search for treasure, and hunt your enemies in a complete game of **Pirates of the Spanish Main**.

All the rules you have learned so far still apply; just add these rules to what you already know.

CREATING A FLEET

Ships and crew each have a point value and belong to one of three nations:

England



Pirate



Spain



To create a fleet, determine the point cost at which you will play your game. We recommend a 30-point game, although any point cost may be chosen as long as both fleets use the same point cost. Choose ships and crew (if any) with a combined point cost up to, but not more than, the predetermined point total. Each ship must fly its nationality's flag from its stern (rear of the ship); players may build mixed-nationality fleets.

SETUP

The game can be played on any tabletop or other flat surface. Each player rolls a six-sided die (reroll ties). The player who rolls the highest result is the first player; the other is the second player.

PLACING ISLANDS

For a 30-point game, we recommend using six islands. Starting with the first player, players take turns placing an island. Islands must be at least 2  from each other and no more than 4  from any other island. Once islands have been placed, the second player chooses which island will be the home island of the first player. The first player places his or her ships so that their bows (measured from the front tip of the ship to the first mast) touch that island. The first player then chooses a different island for the second player's home island, and that player places his or her ships so that their bows touch that island. The remaining islands are called wild islands.

PLACING CREW

If you have chosen crew, put them face down on either your home island or on the deckplate card of the ship to which they are assigned. Each crew takes up one cargo space on a ship. No matter what a ship's cargo capacity, it cannot carry crew with a combined point cost higher than the ship's point cost.

Crew can use their abilities only on ships, never on islands. If a crew and ship are not of the same nationality, that crew cannot use its ability while on that ship, unless a ship or crew special ability allows them to do so. You must reveal a crew when using its ability; it must remain face up the remainder of the game.

Some crew are "linked" to other crew. When linked crew are on the same ship, that ship gets +1 cargo space.

The following are the basic crew types. Each provides an ability to the ship that carries it; keep reading to learn how to use these abilities in the game!

- **Cannoneer (2 pts):** Once per turn, one of this ship's cannons may shoot again if it misses.
- **Captain (3 pts):** This ship may move and then shoot using the same move action.
- **Explorer (1 pt):** This ship may dock and explore a wild island using the same move action.
- **Helmsman (2 pts):** This ship gets +S to her base move.
- **Musketeer (3 pts):** This ship gains one cannon that may not have its range or cannon roll increased. It can shoot from any mast (even an eliminated mast).
- **Oarsman (1 pt):** If derelict, this ship gains a base move of S. This crew takes up no cargo space.
- **Shipwright (2 pts):** This ship may repair at sea or at any island.

PLACING TREASURE

Each treasure is printed with a number indicating how much gold it is worth. For a 30-point game, each player should contribute six treasure coins totaling 12 gold points. Shuffle this treasure with the numbers face down, and then distribute three to each wild island without looking at the values.

Some treasure is unique. At the beginning of the game, unique treasure is worth 0 gold. This value may change later in the game, depending on the treasure's ability. Players can place unique treasure into the treasure pool that is randomly sorted and placed on islands.

BEGIN PLAY

The first player takes the first turn and is able to give one of the actions (move, attack, explore, or repair) to EACH of his ships.

Free Action: Unless a game effect specifically requires one of the four actions, that effect is a free action. Free actions happen automatically and immediately; they do not count toward a ship's action for the turn on which they occur.

NEW RULE! MOVING

A ship cannot move through an island or another ship. If a ship has a combination move, such as L + S, you may choose to move either L or S first. The ship can change direction only between each measurement.

Derelicts: A ship is derelict (cannot move) if she has no masts. A derelict may be given only explore or repair actions. A derelict can still carry treasure and crew.

The following game functions may be performed using a move action or as the result of a move action.

Come About: A ship can come about (turn in place) so that her bow ends where her stern started (a maximum turn of 180°). Coming about requires a move action.





Dock: You cannot dock at an opponent's home island. As a free action, a ship docked at an island may drop off and board crew or transfer crew to and from another ship docked at the same island.

Ram: Immediately after a ship resolves a move action, if her bow touches any non-bow part of an enemy ship, you can ram that ship as a free action. Roll a d6; if the result is higher than the number of masts remaining on the enemy ship, the enemy ship's player must choose and eliminate (remove) one mast. Unless the enemy ship becomes derelict from being rammed, the ramming ship automatically becomes pinned. Ships cannot ram each other while they are pinned.

Pin: A ship is pinned when its bow is in contact with any part of an enemy ship. The pinned ship can't move until the other ship moves away or is derelict.

Board: Immediately after a ship rams another ship, either player may initiate a boarding party as a free action; the player whose turn it is decides first. Each player rolls a d6 and adds the result to the number of masts remaining on his or her ship involved in the ram. The player with the highest total can either eliminate a crew on or steal a treasure from the enemy ship.

Tow: After a ship is given a move action, if any part of her is touching the bow of any derelict, it can tow that derelict. As a free action, move the derelict so that its bow touches the stern of the towing ship. The towed ship and any crew on that ship become part of the towing player's fleet. Once a ship is being towed it cannot ram or board the towing ship.

The base move of the towing ship becomes S; the towed ship moves with the towing ship as a free action. When the towing ship docks, dock the towed ship at the same island as a free action.

NEW RULE! EXPLORING

Give your docked ship an explore action and look at all the treasure on that island (without revealing it to the other player) and choose the treasure you want to take. Place each chosen treasure face down on the ship's deckplate card. Any treasure not taken is left face down on the island. Reveal the treasure's worth once you unload it at your home island, which occurs automatically as a free action when the ship docks.

A unique treasure does not take up a cargo space. A unique treasure must be taken by the first player to explore the island on which it is placed. Place it face up on the ship's deckplate card; any ability it has comes into play.

You may also explore any allied ship or derelict that your ship touches, which allows you to transfer treasure and crew between ships.

NEW RULE! SHOOTING

When a cannon shoots, draw an invisible "line of fire" from the associated mast's center point to any part of the target ship. If this line crosses your own ship's masts or

sails, islands, or other ships (other than the ship the line is being drawn to), the shot may not be made. You cannot shoot at ships docked at their home island.

A die roll result of 1 automatically misses.

If you sink a ship with treasure on it.

Add together all the gold on the sunken ship and divide it equally between the two players (the player who owns the ship and the player who sunk the ship). If the total gold cannot be divided equally, the shooting player gets the surplus. Immediately place the treasure on your home island as a free action. Unique treasure is removed from the game when it sinks.

If you sink a ship with crew on it.

Crew on a sunken ship are removed from the game.

NEW RULE! WINNING THE GAME

The first player to get more than half of the starting treasure (measured in gold) to his or her home island wins the game!

Optional: The winning player gets to keep all the treasure used in the game except for the treasure located on the home island of the other player.

RULES OF THE HIGH SEAS

- After the game, return any ships that changed fleets during the game to their owners.
- Two sources (such as ships and crew OR crew and crew) that have the same ability do not stack. For example, if a ship has the Oars ability, an Oarsman on that ship has no additional effect.
- Ability text on cards supercedes these rules; that is, abilities are meant to be exceptions to these rules. The only rule that is never superceded is that a cannon die roll result of 1 always misses.
- Play with good sportsmanship and have fun!

Now that you have built a fleet and played the complete game of **Pirates of the Spanish Main**, go to

www.wizkidsgames.com

to view a photo gallery of all the ships and game pieces. While there, you can read strategy articles and adventurous fictional accounts of the personalities in the game. You can also find stores in your area, learn how to host Pirates league nights, print out fun scenarios to play at home, which include rules for playing with more than two players, and chat with other fans. In addition, the Wizkids Games web page will be the first place to look for upcoming news on our next release.