COMPLETE GAME

Now that you have mastered one ship, it's time to create a fleet, search for treasure, and hunt your enemies in a complete **Pirates of the Crimson Coast**™ game. All the rules you have learned so far still apply—just add these rules to what you already know!

CREATING A FLEET

Each ship and crew has a point cost and belongs to one of five nations:

 America   England   France

 Pirate   Spain

To create a fleet, determine the build total at which you will play your game. We recommend a game with a 30-point build total; that is, choose ships and crew (crew are optional) with a combined point cost up to 30 points. Any build total may be chosen as long as both fleets use the same build total. Each ship must fly its nationality's flag from its stern (rear of the ship); players may build mixed-nationality fleets.

If a player chooses to include a fort in his or her fleet, that fort's gold points (printed on one of its cards) count toward his or her build total for the game; a fort is not placed during setup (see "Forts"). In addition, the nationality of the fort must match the nationality of one of the ships in your starting fleet.

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, players must use six islands. If you don't have enough islands, use similarly sized objects to represent them and make up the difference. Starting with the first player, players take turns placing an island in the play area. Islands must be placed at least 2 L bars, but not more than 4 L bars, from each other.

PLACING TERRAIN

Terrain is printed on the backs of islands. Using terrain in your games is optional. If you use terrain in your game, players should agree on the number of terrain pieces that will be used; we recommend that each player place the same number of terrain pieces, in the same order they placed islands. Terrain may be placed anywhere on the play area, but each piece must be placed at least 1 S bar from any island or other piece of terrain. See "Terrain Types" for descriptions of the terrain types found in **Pirates of the Crimson Coast**.

CHOOSING HOME ISLANDS

The player who placed the last island (or terrain piece) chooses which island will be the home island of the first player. The first player places his or her ships so that their bows (fronts of the ships) touch that island. The first player then chooses a different island to be 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 or forts. 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 it to do so. You must reveal a crew when using its ability; it must remain face up the remainder of the game.

Linked crew. Some crew are "linked" to other crew (as noted by the 🔗 symbol printed on their cards). 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.

- **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 randomly distribute three to each wild island.

Unique treasure. 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. If you contribute unique treasure, the rest of the treasure you contribute must still total 12 gold points (for a 30-point game).

RULES OF THE HIGH SEAS

Here are some game concepts important to the **Pirates of the Crimson Coast** rules:
- The bow of a ship is a zone at the front of the ship. It begins where the front of the ship actually touches the table and extends forward (including any masts, figureheads, etc.).
- Two sources (such as ships and crew OR crew and crew) that have the same ability do not stack; that is, you may use only one of them at a time.
- Ability text (found on the fronts of 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.
- Flavor text (found on the backs of cards) has no bearing on game play; it is there merely to tell part of the game's story. Reference a card's ability text to see what it can do in the game.
- Play with good sportsmanship and have fun!

BEGIN PLAY

The first player takes the first turn and is able to give one of four actions (move, attack, explore, or repair) to each of his or her ships. Forts may be given only shoot actions. You may give actions only to ships and forts in your fleet.

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.

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 her either L or S first, though she may change direction only between each measurement. If a ship touches another ship or an island during her movement, she must stop, even if she could move farther than turn.

Derelict. 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. If a derelict ship is hit, she sinks.

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 or at an enemy fort. As a free action, a ship docked at an island or fort may drop off and board crew or transfer crew to and from another ship docked at the same island.

Unloading treasure. When you dock at your home island or a fort, as a free action you automatically unload all treasure worth gold points; this is not optional. Treasure unloaded at a fort is placed inside of the fort, and it counts toward victory.

RAM

Immediately after a ship resolves a move action, if any part of her bow physically touches any part of an enemy ship, you can ram that ship as a free action. Roll one six-sided die; 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 her 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 one (and only one) boarding party as a free action; the player whose turn it is decides first. Each player rolls a six-sided die 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 other ship.

SCUTTLE

Sometimes you may want to sink your own ship rather than have her fall to an enemy. At any time during your turn, you may give one of your derelict ships a free action and declare that you plan to scuttle that ship. Roll one six-sided die. On a result of 5 or 6, that derelict ship sinks at the beginning of your next turn. If an opponent begins to tow that ship before the beginning of your next turn, the scuttle attempt fails. All crew and treasure on a scuttled ship are removed from the game when she sinks.

TOW

After a ship is given a move action, if any part of her is touching the bow of any derelict, she can tow that derelict. As a free action, move the derelict so that her 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. If a ship is being towed, she 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.

EXPLORING

If a ship is docked at a wild island, give her an explore action to look at all the treasure on that island (without revealing it

to the other player) and choose as much treasure as you want to take (within the ship's cargo capacity limits). Place each chosen treasure face down on the ship's deckplate card. Any treasure not taken is left face down on the island.

When you leave a wild island, mark that you have been there by leaving a streamer (or other token) on the island; if you dock at an island with your streamer on it, you can explore it as a free action after docking.

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.

SHOOTING

You may not shoot at a member of your own fleet. 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, any island, 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 islands.

A die roll result of 1 automatically misses.

Sinking a ship with treasure on it. Add together all the gold on the sunken ship and divide it equally between the player who owns the ship and the player who sunk it. If the total gold cannot be divided equally, the shooting player gets the greater amount. Place treasure gained in this way on your home island as a free action. Unique treasure is removed from the game when it sinks.

Sinking a ship with crew on it. Crew on a sunken ship are eliminated.

REPAIRING

The repair action allows a ship docked at her home island or a friendly fort to repair (bring back into play) one mast.

KEYWORDS

Keywords help describe what a game piece can do in the game; they are printed in bold at the beginning of a game piece's ability text. Follow the rules of that keyword in addition to the game piece's ability text (if any).

Broadsides Attack. When this ship is given a shoot action, you may reduce this ship's cannons to □ range and shoot at only one target. Roll only one six-sided die; the result must be higher than each cannon's rank. If it is, all cannons hit, and the ship also gets one extra hit. No other abilities may apply to this action.

Ghost Ship. At the beginning of each of your turns, decide if this ship is ghostly. If ghostly, she gains the following abilities: She ignores islands, terrain, and other ships when given a move action; she may not end a move with any part of her overlapping an island or another ship; she may not be rammed or pinned; she may not shoot.

**Limit.** A card with the "Limit" keyword may appear only once in a player's fleet.

Ransom. If this crew is transferred to an enemy ship, it becomes treasure worth 5 gold to the capturer. If eliminated, it becomes treasure worth 1 gold to the player who eliminated it.

Schooner. Schooners are ships designed to move upwind and turn more quickly than larger, square-rigged ships. A ship with the "Schooner" keyword may, as a free action, rotate on her stern (the rear of the ship) in any direction after she completes a move action.

FORTS

Forts are printed on two cards and are assembled like ships. Fort flags represent cannons, and you can customize a fort by placing flags (representing the fort's cannons) on either the corners or the walls. Forts are not placed during setup; rather, they are purchased and built on wild islands during the game. A wild island may have only one fort on it at a time.

Building forts. In order to have the option to build a fort, you must have included the fort's gold point cost in the build total when you created your fleet.
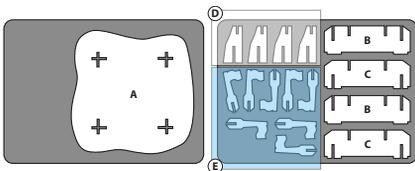
To build a fort you have purchased for your fleet, the following two prerequisites must be met:
1. You must have an amount of gold points on your home island equal to the fort's gold point cost.
2. You must have a ship docked at the wild island where you want to build the fort.
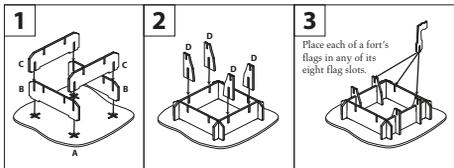
If these two prerequisites are met at the end of one of your turns, you may build a fort. Take the gold used to pay for it from your home island and place it inside of the assembled fort; this gold still counts toward winning the game. Place the assembled fort on any wild island at which you have a ship docked.

The fort must be placed on the island such that two of its opposite corners are completely on the island card.

Treasure. If there is any face-down treasure on the island where the fort is built, move that treasure inside of the assembled fort; it is now yours. You may use a ship to load treasure from a fort and move it to another fort or to your home island, but a fort must always have a number of gold points inside of it equal to its point value.

Shooting. Forts may be given only shoot actions. Shooting with fort cannons is just like shooting with ship cannons; use the indicated ranges and ranks on the flags and measure distance from the flags. Lines of fire drawn from forts are not blocked by other ships or islands, but they are blocked by the fog bank terrain type.

Abandoned forts. When a fort is hit, its player eliminates a flag. When all of a fort's flags are eliminated, it is abandoned and may not be given actions.

Destroying forts. If an abandoned fort is hit, it is destroyed and may not be used again in the game. Remove the fort from its island and place all of the gold that was inside of it back on the island, which reverts to an unexplored wild island.

TERRAIN TYPES

The following terrain types have many effects on game play, such as blocking line of fire, hindering movement, and damaging ships.

FOG BANK

A fog bank has numbers 1–6 printed around its edges.

A ship immediately and completely enters a fog bank when any part of her touches the fog bank. A ship in a fog bank is lost. Lost ships cannot shoot, be shot at, ram, pin, or board other ships. Fog banks block lines of fire.

Ships exit fog banks in random directions. When a ship is given a move action that causes her to exit a fog bank, roll one six-sided die. Place the ship outside of the fog bank with her stern touching the number on the fog bank that matches the die result; she can face in any direction and is no longer lost. The ship then continues her move from that point.

REEF

When any part of a ship moves onto a reef, roll one six-sided die. The result is the rating of the reef until the end of that player's turn. Place the die result on the reef to remind you what the rating is. Compare the rating to how many masts the ship had when she was constructed. If the reef's rating is lower than this number of masts, the ship has a number of masts eliminated equal to the difference.

For example, if a 3-masted ship sails over a reef with a rating of 4, no masts are eliminated. If a 4-masted ship sails over a reef with a rating of 2, two masts are eliminated. If the reef rating and number of masts are the same, no masts are eliminated.

If a ship ends her movement partially on a reef, she does not have to roll to see if masts are eliminated when she moves off of the reef.

If a ship sinks as a result of sailing over a reef, her wreck remains on the reef; this wreck blocks movement and lines of fire. To signify that a ship is a wreck, remove one of the hull pieces; this will cause the ship to "lean" onto the reef and look like she is wrecked there.

SARGASSO SEA

When a ship sails over a Sargasso Sea, roll one six-sided die. The result is the rating of the Sargasso Sea until the end of that player's turn. When a ship sails over a Sargasso Sea, compare the rating to how many masts the ship had when she was constructed. If the Sargasso Sea's rating is higher than the number of masts, the ship is tangled in the weeds and may not be able to move.

For example, if a 3-masted ship sails over a Sargasso Sea with a rating of 4, she is tangled. If a 4-masted ship sails over a Sargasso Sea with a rating of 2, the ship is unaffected. If the Sargasso Sea rating and the number of masts are the same, the ship is unaffected.

If a ship is tangled, you may use her action for the turn to try to free her. Roll one six-sided die and add the current number of masts on the ship to the result. If the result is more than 6, the ship is untangled. Orient the ship in any direction, with her stern touching any edge of the Sargasso Sea. She may be given a move action to move next turn.

WINNING THE GAME

The first player to get more than half of the starting treasure (measured in gold points) to his or her home island wins the game! After the game, return any ships that changed fleets (such as if a player towed a derelict belonging to another player back to his or her own fleet) during the game to their owners.

Keeping treasure won. As an optional rule, the winning player may permanently keep all the treasure used in the game except for the treasure located on the home island of the other player.

Now that you've built a fleet and played the complete **Pirates of the Crimson Coast** game, 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 (including rules for playing with more than two players), chat with other fans, and find out more about future **Pirates** releases.