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 Revolution**™ game. The Quick-Start rules you have learned so far still apply—just add these rules to what you already know!

NEW GAME FEATURES

- An event is a new card type (see "Choosing Events").
- Crew worth 0 points now have ship-assignment limitations (see "Placing Crew").
- Crew and ships can now be linked (see "Linked crew and ships").
- Galley and Marine are new keywords, and the Limit keyword has been updated (see "Keywords").
- The gold point values of forts no longer count toward build totals (see "Forts").
- Fire adds a new strategic element to sea combat (see the Firepot Specialist crew card).

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 40-point build total; that is, choose ships, crew, and events (crew and events are optional) with a combined point cost up to 40 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.

CHOOSING EVENTS

Events are special cards you purchase when building your fleet. The point cost of each event counts toward the game's build total, and each event is printed with ability text explaining when and how to play it. Events are not necessarily assigned to ships during setup.

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 is the first player; the other is the second player.

PLACING ISLANDS

For a 40-point game, players must use six islands. If you don't have enough islands, use similarly sized and shaped objects to represent them and make up the difference. Starting with the first player, players take turns placing an island on 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 players place the same number of terrain pieces, in the same order that 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."

CHOOSING HOME ISLANDS

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 (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 either on your home island or on the deckplate card of the ship to which you assign them. Each crew takes up one cargo space on a ship. No matter what a ship's cargo capacity is, 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 crew and ship are not of the same nationality, that crew cannot use its ability while on that ship. A crew with a point cost of 0 may be assigned only to a ship that shares its nationality. You must reveal (turn face up) a crew when using its ability, and it must remain face up the remainder of the game.

Linked crew and ships. Some crew are "linked" to other crew and ships (as noted by the 8 symbol printed on their cards). When two linked crew are assigned to the same ship, that ship gets +1 cargo space. In the same way, if one crew is assigned to a ship to which it is linked, that ship gets +1 cargo space. Multiple links on the same ship stack; that is, a ship gains +1 cargo spaces each time two linked crew are assigned to her, or a crew linked to her is assigned to her.

PLACING TREASURE

Each treasure coin is printed with a number indicating how much gold it is worth. For a 40-point game, each player should contribute eight treasure coins totaling 15 gold points. Shuffle this treasure with the numbers face down, and then randomly distribute four coins to each wild island.

Unique treasure. Some treasure is unique. At the beginning of the game, each unique treasure is worth 0 gold. A unique treasure's value may change later in the game, depending on its ability text. Players can insert unique treasure into the treasure that is randomly sorted and placed on islands. If you contribute unique treasure, however, the rest of the treasure you contribute must still total 15 gold points (for a 40-point game).

RULES OF THE HIGH SEAS

Here are some game concepts important to the **Pirates of the Revolution** rules:

- 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.
- Two sources of the same ability text on a ship (such as from the ship and a crew, or from one crew and another crew) do not stack; that is, you may use that ability on that ship only once each turn.
- 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, mastheads, etc.).
- 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, explore, shoot, 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. A free action does not count as a ship's action for the turn on which it occurs.

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 that 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 degrees). 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 a 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 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. See "Winning the Game."

RAM

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 from the game) one mast from that ship. Unless the enemy ship becomes derelict from being rammed, the ramming ship automatically becomes pinned. Ships cannot ram each other while ims 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. 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 one 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 may eliminate one crew on, or steal one treasure from, the other ship.

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. As a free action, move the derelict so that her bow touches the stern of the towing ship. The towed ship and any crew and treasure on that ship become part of the towing player's fleet.

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 or fort as a free action.

EXPLORING

If a ship begins one of your turns 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 explored it 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 ship to explore the island on which it is placed. Place it face up on the ship's deckplate card; any ability or face-up unique treasure has comes into play as a free action.

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

SHOOTING

When a cannon shoots, draw an invisible "line of fire" from the associated mast's center point to any part of the target. If this line crosses your own ship's masts or sails, any island, or other ships (other than the target the line is being drawn to), the shot may not be made. You cannot shoot at ships docked at their home islands, and you may not shoot at a member of your own fleet.

A die roll result of 1 automatically misses.

Sinking a ship with treasure on her. Add together all the gold on the sunken ship and divide it equally between the ship's controller and the player who sunk the ship. If the total gold cannot be divided equally, the player who sunk the ship gets the greater amount. Place treasure you gain 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 her. Crew on a sunken ship are removed from the game.

SCUTTLING

Sometimes you may want to sink your own ship rather than have her fall to your opponent. 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.

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

A keyword represents an ability a card has. If a card has a keyword, it appears in bold on the front of the card. When playing that card, follow the rules of that keyword in addition to any other ability text the card might have.

Broadsides Attack. When a ship with this keyword is given a shoot action, you may choose to reduce each of her 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.

Galley. A ship with this keyword is never derelict (though she can be wrecked). If she rams an enemy ship, she is not pinned, and she cannot eliminate a mast from that ship. As a free action, she may rotate on her stern (the rear of the ship) in any direction after she completes a move action.

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

Limit. You may have only one card with this keyword in your fleet.

Marine. A crew with this keyword may be dropped off on any island (except on an opponent's home island). Whether on a ship or an island, it may be given its own shoot action each turn, just like a ship; it has a ☐-rank gun. Opposing players may target this crew with shoot actions only if it is on an island, but it must be hit twice in the same turn in order to be eliminated—a single hit has no effect. Unlike other abilities, the Marine ability does stack. For example, if two crew with Marine are assigned to the same ship, they may both use it on the same turn.

Ransom. If a crew with this keyword is transferred to an enemy ship, it becomes treasure worth 5 gold to the capturer. If eliminated by an opposing player, it becomes treasure worth 1 gold to that player and appears on that player's home island as a free action.

Schooner. As a free action, a ship with this keyword may rotate on her stern (the rear of the ship) in any direction after she completes a move action. She may not use this ability if she has just rammed another ship.

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 on either its corners or walls. Forts are not placed during setup; rather, they are purchased and built during the game on wild islands you have explored. A wild island may have only one fort on it at a time.
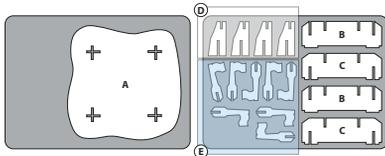
BUILDING FORTS

To build a fort, the following three conditions must be met:
- You must have the fort in your **Pirates** collection.
- You must have an amount of gold points on your home island equal to or greater than the fort's gold point cost.
- You must have a ship docked at a wild island you have explored in order to build a fort there.
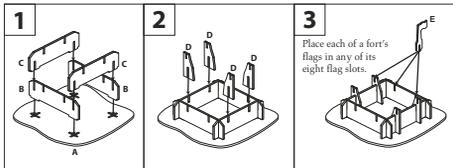
If these three prerequisites are met at the end of one of your turns, you may build the fort as a free action. Take the gold used to pay for it from your home island and place it inside of the assembled fort; this gold still counts toward winning the game. Place the assembled fort on any wild island 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.

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 or greater than its gold point cost.

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.

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, remove it from the game 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 the numbers 1–6 printed around its edges.

When any part of a ship touches a fog bank, the entire ship must be placed within the fog bank as a free action; the ship's turn ends, even if she could move farther that turn. 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 would cause her to exit a fog bank, roll one six-sided die before moving her. 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. Begin moving the ship from that point.

REEF

When any part of a ship moves onto a reef, roll one six-sided die. The result is the reef's rating 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 takes more damage than the number of masts remaining as a result of sailing over a reef, she is wrecked and remains on the reef; a wreck blocks movement and lines of fire. To signify that a ship is a wreck, remove one of her hull pieces. This will cause the ship to "lean" onto the reef and look like she is wrecked there. Any crew or treasure on a wreck remains on the wreck, and wrecks may be explored.

SARGASSO SEA

When a ship sails over a Sargasso Sea, roll one six-sided die. The result is the Sargasso Sea's rating 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 tangled 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 normally 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 (or on forts he or she has built) 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 home island) during the game to their original 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 (or forts built by) the other player.

Now that you've built a fleet and played the complete **Pirates of the Revolution** 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 fictional adventures 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.