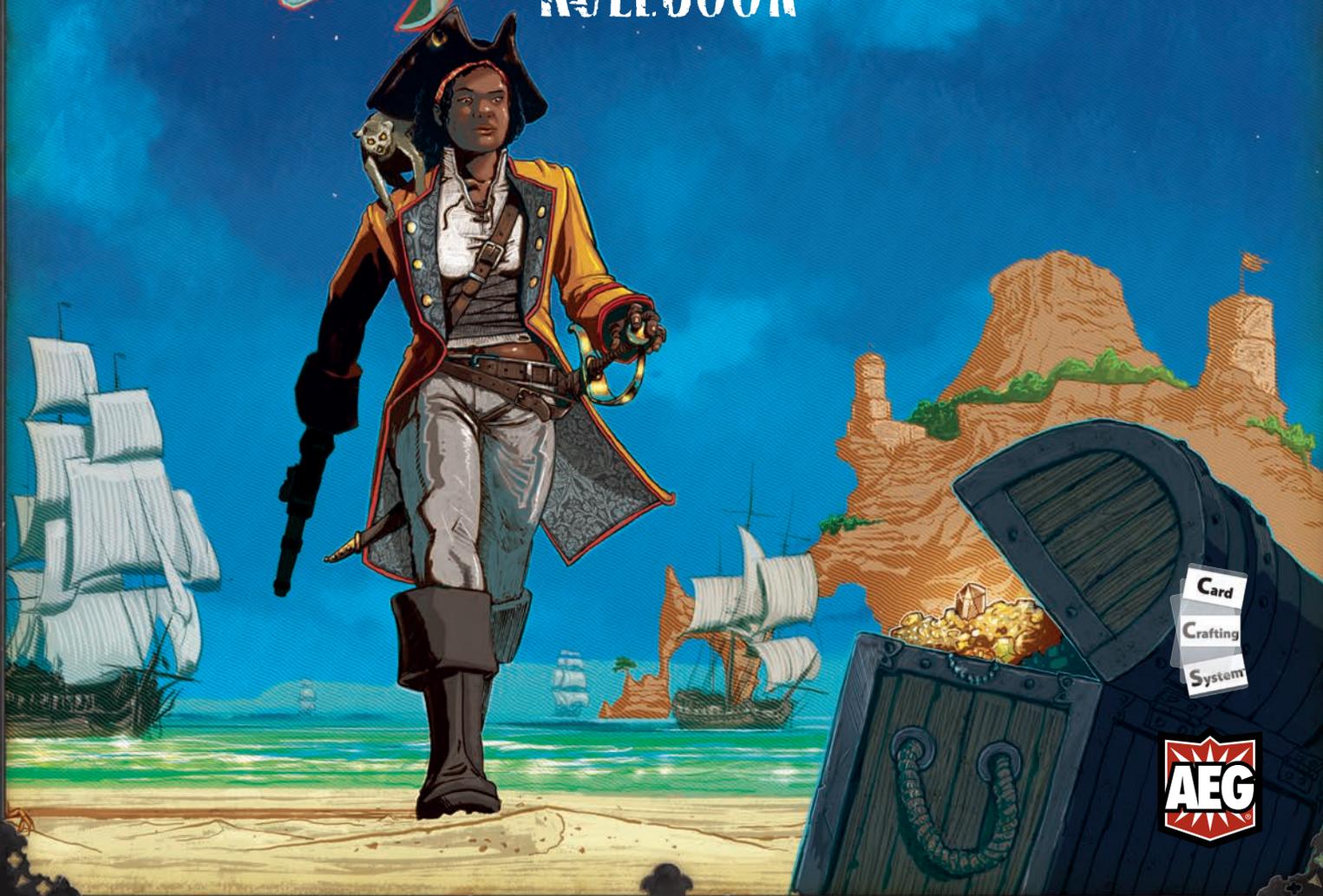


John D Clair

DEAD RECKONING™

RULEBOOK



Introduction

The wind picked up again, filling the Sails and finally dispersing the cannon smoke on the air. Smitty breathed a sigh of relief as the vessel that had just attacked them became smaller on the horizon. "I thought we was done for, lads," he said to the others on the gun deck. "Thought we was going straight to the bottom, I did."

"Belay that talk, Mr. Smith," Captain Kern's sharp tone commanded.

Smitty winced as the captain and her sidekick, cabin boy Gunter, strode down the stairs onto the gun deck. "That was the Black Rose. It will be back. Its captain will never stop until that ship is beneath the waves, or he claims my treasure for his own."

The gunners all looked at one another anxiously. Any time that the captain started talking about her treasure, it went poorly. Years ago, the woman had recovered a strange chest on a remote island, one that she had never been able to open no matter what she attempted. It was her obsession, never leaving her side, having accompanied her on every voyage in the years since.

Smitty was painfully aware that the captain had lost many crew on that voyage. There were rumors that some of them died at the captain's hand when her jealous obsession overtook her. In ten years, she had never stopped looking for the key that would open the chest. Smitty was content never having laid eyes on the chest, as anyone who showed too much interest was living dangerously.

"Mr. Smith," the captain barked, "what is the status of our powder stores?"

"Good shape, captain," Smitty answered at once. "The boys were careful with their shots. We have enough powder to manage three or four more engagements of that length. I'm hoping that we don't, though, if you don't mind my saying, captain."

"Stay alert nevertheless, Mr. Smith," the captain said with a nod. "Gunter!" she barked.

The cabin boy had been fidgeting with something in his shirt and jumped when the captain called his name. "Aye, captain!"

"Tell the cook I'll take my dinner in an hour," she commanded.

"Aye, captain!" the boy repeated and darted up the stairs, quick as a flash.

Although he said nothing, Smitty could not help but notice that the necklace the boy had been fidgeting with looked a great deal like an old, corroded key.

OVERVIEW

A game for 1-4 players aged 14 and up by John D Clair.



AGES 14+



1-4 PLAYERS



90 MINS

WELCOME ABOARD!

In *Dead Reckoning*™ you are the commander of a privateer vessel ready to set forth into uncharted waters. Explore unknown islands, gain influence and establish outposts, hunt for treasure, or terrorize the seas, the choice is yours. Each choice will move you towards a series of achievements, and once a player has completed four of these, the game end is triggered.

But you are not alone in your thirst for glory on the high seas... You are in a race against the competing interests of other players, each in pursuit of victory on their own terms. Can you be the best explorer, merchant or privateer, and will your strategy choice prevail? When the smoke clears, the player that most successfully navigated the challenges of *Dead Reckoning* and finished with the most treasure will win!

Special Thanks from the Designer:

Huge thanks to all the tremendous folks who playtested *Dead Reckoning*. It was a long road from the initial idea to the final game and I think, maybe more than any other design of mine, the great feedback and input from playtesters really helped get this game to its final design. There are few folks I'd specifically like to call out: Pace Wilder, Leon Blight, Rhy Green, and Nye Green for their many playtests and multiple series of plays through different drafts of the saga expansions. Also, the input of the smart gamers of the AEG staff, in particular Mark Wootton who did an amazing job developing the game and helping the design across the finish line, and John Zinser whose excellent input, excitement and vision for *Dead Reckoning* continually steered the design in the right direction. Games that particularly inspired or informed parts of the design of *Dead Reckoning*, include my own designs *Mystic Vale* and *Edge of Darkness* which in turn took inspiration from *Dominion*, *Ascension*, and *Splendor*, as well as *Scythe* for the achievements system, *Wallenstein* for the cube tower combat, and *Scythe: Rise of Fenris* for campaign ideas.

COMPONENTS

- * 1 Harbor board
- * Ocean boards (12 with islands, 4 with open sea)
- * 4 Advancement decks (Advancement(s) and Encounter(s) of levels 1, 2, 3, and 4, each with its own tuck box)
- * XX Coins
- * XX Cargo tokens (XX 1-value Cargo tokens, XX 3-value Cargo tokens)
- * XX Basic/Advance Ship Upgrade tiles
- * XX Damage markers
- * 20 Buildings (8 Forts, 8 Garrisons, and 4 Outposts)
- * 20 Black cubes
- * 1 Battle ship and 1 Battle board
- * XX Card sleeves (Note, while only 48 sleeves are needed to play, the game includes extra in case any get damaged during play)
- * 4 Reference cards
- * XX Bonus Achievement tokens
- * 1 Rulebook
- * 1 Solo Play Rulebook



HARBOR BOARD



OCEAN BOARDS



ADVANCEMENT DECKS



BLACK CUBES



COINS



DAMAGE MARKERS



CARGO TOKENS



BASIC/ADVANCE SHIP UPGRADE TILES



BUILDINGS



SLEEVES



ENCOUNTER & ADVANCEMENT CARDS



REFERENCE CARDS



BATTLE SHIP AND BATTLE BOARD

PLAYER COMPONENTS

Each player should have:

- * 1 Dock tile
- * 1 Ship miniature
- * 1 Ship board
- * 1 Pirate mode flag token
- * 1 Treasure chest
- * 30 cubes in your player color
- * 6 Achievement markers
- * 12 Card sleeves
- * 12 Sailor Illustration cards
- * 12 Sailor Ability cards

These 3 items combine to make a deck of 12 Sailor "cards" with each "card" being a sleeve containing an Illustration card and a matching Ability card.

- Each player should have 1 **Captain**, 1 **Bosun**, 1 **Purser**, 1 **First Mate**, 1 **Buccaneer**, 2 **Gunners**, 2 **Deck Hands**, and 3 **Crew**. The Illustration cards have a colored seal so you can easily identify a set.



DOCK TILE



SHIP MINIATURE



SHIP BOARD



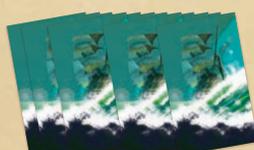
PIRATE MODE FLAG TOKEN



ACHIEVEMENT MARKERS



CUBES IN YOUR PLAYER COLOR



SLEEVES



SAILOR ABILITY CARDS



SAILOR ILLUSTRATION CARDS

Final components may vary. Not to scale.

SETUP DIAGRAM

E

6 ACHIEVEMENT MARKERS

DOCK TILE

SHIP MINIATURE

SHIP BOARD

12 SAILOR CARDS

CUBES

PIRATE MODE FLAG

REFERENCE CARD

TREASURE CHEST

D

COIN SUPPLY

E

TREASURE CHEST

PIRATE MODE FLAG

REFERENCE CARD

CUBES

SHIP BOARD

SHIP MINIATURE

12 SAILOR CARDS

6 ACHIEVEMENT MARKERS

DOCK TILE

- A** HARBOR BOARD
- B** OCEAN BOARDS
- C** ADVANCEMENT DECKS

A

B

OCEAN BOARD

C

ROW 1

ROW 2

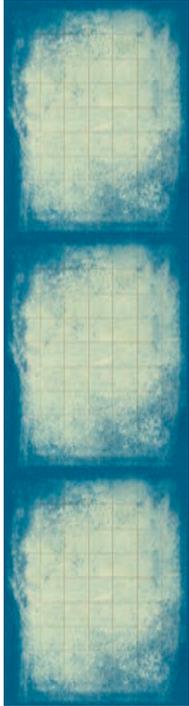
ROW 3

- E** PLAYER AREA
- 6 ACHIEVEMENT MARKERS
 - 15 COINS
 - 1 TREASURE CHEST
 - 30 CUBES
 - 12 SAILOR CARDS
 - 1 SHIP MINIATURE
 - 1 SHIP BOARD
 - 1 REFERENCE CARD
 - 1 DOCK TILE
 - 1 PIRATE MODE FLAG



- D** OTHER COMPONENTS
- COINS
 - CARGO TOKENS
 - BLACK CUBES
 - DAMAGE MARKERS

- BUILDINGS
- BASIC/ADVANCE SHIP UPGRADE TILES
- BATTLE SHIP
- BATTLE BOARD



ROW 4



CARGO TOKENS



BLACK CUBES



DAMAGE MARKERS



BUILDINGS



BATTLE SHIP AND BATTLE BOARD



ADVANCED SHIP UPGRADE TILES



BASIC SHIP UPGRADE TILES

D

E

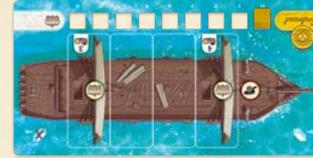


6 ACHIEVEMENT MARKERS

DOCK TILE



SHIP MINIATURE



SHIP BOARD



12 SAILOR CARDS



CUBES



REFERENCE CARD



COINS



PIRATE MODE FLAG

TREASURE CHEST



E

TREASURE CHEST

REFERENCE CARD

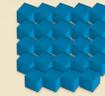
PIRATE MODE FLAG



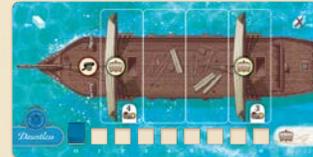
COINS



CUBES



12 SAILOR CARDS



SHIP BOARD



SHIP MINIATURE



6 ACHIEVEMENT MARKERS



DOCK TILE

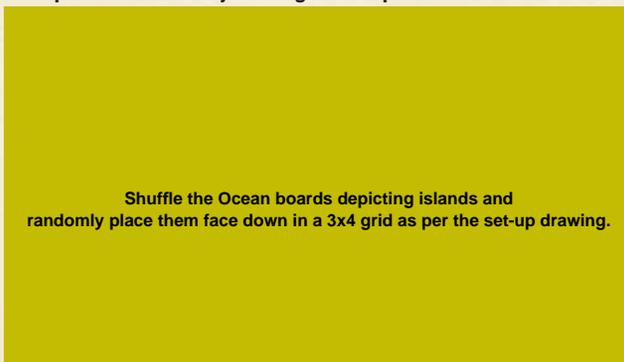


SETUP

The sections below are lettered and numbered to correspond to the setup image and examples.

- A Place the Harbor board on the table.**
Place the Harbor board on the table.

- B Set up the Ocean boards by following these steps:**



Flip the 3 Ocean boards touching the Harbor board face up.

- C The Advancement Decks:**

- 1 Separate the Advancement/Encounter(s) into 4 decks based on the "Row" icon in the top right (*note that some of them are double-sided and this icon is only visible on the front*).
- 2 Shuffle these decks separately then place them in their respective boxes face up and with the top of the Advancements going into the bottom of the box. During the game when drawing from the boxes, be careful not to turn over the Advancements when you draw them as some are double-sided with secret information on the back.
- 3 Place each box next to the corresponding row of islands. The #1 box should go next to the row of islands closest to the Harbor, the #2 box goes next to the second row, etc.
- 4 Finally, for each of the Ocean boards adjacent to the Harbor board, take 1 card out of the row 1 box and place it face up on the open card space.



Note: Before your first game, you should put together the Battle ship following the instructions provided on the instruction sheet.

- D Other Components:**

Create a general supply containing separate piles of Cargo (🍷), Coins (🪙), Black cubes, Damage markers (🔥), and Buildings. The 🍷 and 🪙 should be easily reachable for all players, so make two piles on each side of the table if needed. We recommend using the tops and bottoms of the included storage boxes as token trays. Place the Basic/Advance Ship Upgrade tiles nearby in stacks of identical tiles. Set up the Battle ship and Battle board nearby.

- E Each player gets:**

- I 1 Treasure chest in their color to keep their 🪙 secret from other players.
- II 15 🪙 in their Treasure chest.
- III 30 cubes in their color.
- IV 1 Ship board with one of their cubes on the 0 space of the Sail track.
- V 1 Dock tile.
- VI 6 Achievement markers.
- VII 1 Ship miniature that each player places onto the harbor board. Where you place it on the harbor board does not matter as the harbor board is all one space for the purposes of movement.
- VIII 1 Pirate mode flag token.
- IX 1 Reference card.
- X A Sailor deck of their 12 Sailor cards, shuffled and placed face down in front of them.

Creating your starting Sailor Deck:

Your Sailor deck consists of the following: 1 **Captain**, 1 **Purser**, 1 **First Mate**, 1 **Bosun**, 1 **Buccaneer**, 2 **Gunners**, 2 **Deck Hands**, 3 **Crew**.

For each Sailor, flip the Ability card so that the level 1 is showing at the bottom and then place the Illustration card on top of it. Put both inside a sleeve. The term "Sailor card" refers to the Illustration card, Ability card and any Advancements within a single sleeve.

Dock tiles and the Harbor:

Your Dock tile represents your warehouse in the Harbor. Usually when you gain 🍷, it is placed on your Dock tile. 🪙 are never placed on your Dock tile, but can be used from your Treasure chest as though they are. You can either keep your Dock tile on the Harbor board overlaying one of the depicted towns, or place your Dock tile in front of you if that is more convenient.

- XI Each player gets 2 random Bonus Achievement tokens, and chooses and keeps 1. These tokens are optional, but recommended for your first game.

- F Determine Start Player, Starting Cargo, and Draw Hands:**

All players then draw the top 4 cards of their Sailor deck into their hand. Then, randomly determine a first player. That player gains 1 🍷. The next player in clockwise order gains 2 🍷, the 3rd player, if any, gains 3 🍷, and the 4th player, if any, gains 2 🍷 and may level up one of their Sailor cards in their opening hand before their first turn (see page 13). Place any 🍷 gained on your Dock tile.

GAMEPLAY

Players take turns, one after another. Your turn consists of two phases, carried out in the following order:

- 1. Main phase:** This is where all the action of your turn happens. You perform a number of different actions, including moving your Ship, loading and unloading cargo, playing cards and using their abilities, and buying Advancement(s) or resolving Encounter(s).
- 2. Cleanup phase:** After you have done all of your actions, it's time to sleeve your new Advancements, draw new cards and reset the board ready for the next player's turn. Optionally, you can also raise your pirate flag.

When your turn is over, you will level-up a card in your hand, while your opponents are taking their turns.

1 MAIN PHASE

During your Main phase, you may perform as many of the actions listed as you want. Actions can be taken in any order with the exception of moving your Ship, which requires you to set Sails first. Unless otherwise noted, you may do these actions as many times as you want.

- * Load/unload/rearrange ⚓ & 🏹.
- * Play a card from your hand.
- * Set Sails (*once per turn*).
- * Move your Ship.
- * Buy the Advancement card or resolve the Encounter card in your Ship's current space (*up to twice per turn*).
- * Use an ability of a played card (*Each ability on a card can only be used once per turn*).



For example, you could play a card, unload ⚓, set Sails, load 🏹, move, play another card, use an ability, buy an Advancement, load ⚓, move again, play another card, resolve an Encounter, etc.

* LOAD / UNLOAD / REARRANGE / JETTISON COINS / CARGO

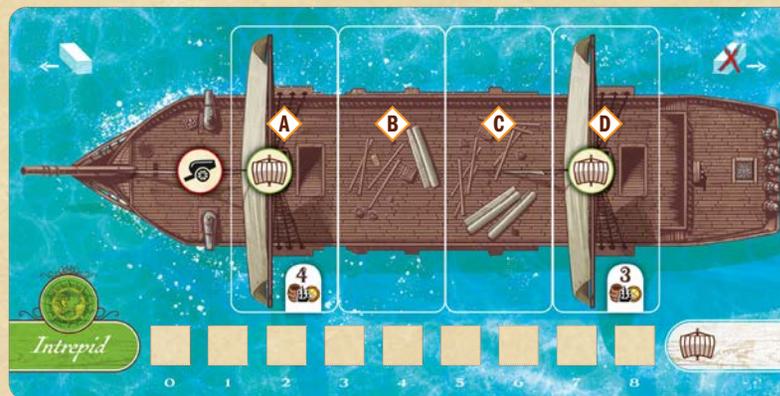
LOADING

- * Any time your Ship is on the Harbor board it is considered "in Harbor", and you may move ⚓ from your Dock tile onto available hull spaces on your Ship.
- * If your Ship is at an island that you control (see page 16), you may move the ⚓ and 🏹 on that island onto available hull spaces on your Ship. You cannot load from an island you do not control.

UNLOADING

- * If your Ship is in Harbor, you may move 🏹 from your Ship onto your Dock tile. 🏹 are never placed on your Dock tile, but can be used from your Treasure chest as though they are. You may also move 🏹 from your Ship into your Treasure chest.
- * If your Ship is at an island, you may move ⚓ and 🏹 from your Ship onto the island. You may unload onto an island even if you do not control that island.

If there is an opponent's Ship in Pirate mode at an island you control, you may not load or unload from the island without battling and defeating the opponent's Ship (see page 17 for battle rules and page 10 for more on Pirate mode).



Your Ship board has four hull spaces: The first space **A** has a Sail (🏹) and a hold with a capacity of 4 ⚓. The next two **B** **C** are blank, and the last space **D** has a Sail and a hold with a capacity of 3 ⚓. ⚓ and 🏹 that you load must be placed into a hold, and the total number of 🏹 and ⚓ combined in each hold cannot exceed the capacity of that hold.

The benefits of a hull space e.g. Sail or Cannon (🔫) are only gained if that section of hull has an empty hold (contains no 🏹 or ⚓). At the start of the game, this means that your Ship can carry a maximum of 7 ⚓ + 🏹 (4 in the hold of **A**, and 3 in the hold of **D**). If any ⚓ or 🏹 are loaded into either of the hull spaces with holds, you will lose the benefit of the Sail for that hull space until the hold is emptied.

REARRANGING

You can rearrange ⚓/🏹 however you want on your Ship **at any time**, even during another player's turn, including immediately in response to being attacked. However, once the battle has begun, you can no longer do this until the battle is over.

JETTISONING

You can also jettison ⚓ or 🏹 into the sea; remove them from your Ship and return them to the general supply. You may even do this when it is not your turn, including as a response immediately when you are attacked. However, once the battle has begun, you can no longer do this until the battle is over.

* PLAY A CARD FROM YOUR HAND

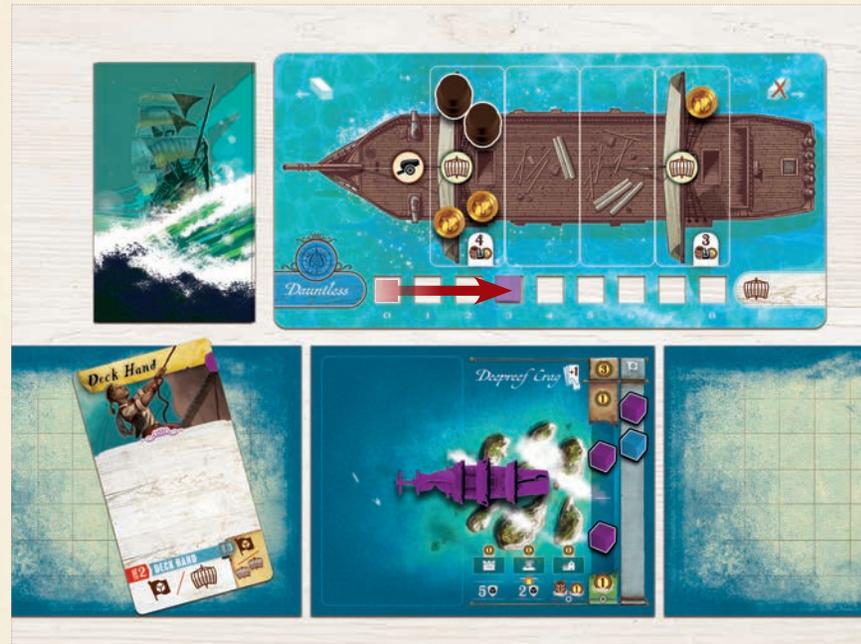
When you play a card, place it from your hand face up on the table in front of you. You may use the abilities on the played card now, later in the turn, or not at all (see page 9 for using abilities).

* SET SAILS

You can only do this once per turn and must do so before moving. Count up the number of Sail icons you have on your Ship and on cards you have played. Place the cube on the Sails track of your Ship board on the appropriate space. The maximum you can set your Sails to is 8.

Remember, at the moment you set your sails, if a hold on your Ship has at least 1  or  on it, you do not get the Sail icon.

Note: When you are setting Sail from the Harbor board or from an island you control, you may count Sails on holds with / . Effectively, since loading and unloading can be done multiple times on your turn, you are essentially unloading everything, setting your Sails, then reloading everything. This does not work at islands you do not control, since you cannot load from such islands.



The Purple  player starts their turn at an island they control, so they may use the Sails () on their Ship even though they are covered with / . Effectively they unload, set their Sails, and then load again. They set their Sail track to 3 (2 for the Sail on the Ship, and 1 for the Sail on the played card).



Blue  cannot count the Sails () on its Ship unless they first unload, jettison, or spend the /  covering the sail holds. Blue could unload and set Sails, but since they do not control the island, they would not be able to reload again before sailing away. They do not want to give the Purple  player any of their valuable , and they don't want to jettison it, so they can only count Sail icons on played cards; Blue sets their Sail track to 1.



This is a similar situation to the previous example, but Blue  really wants to sail twice this turn and only has 1 card in hand with a Sail () icon. They could choose to unload the  from one of the holds onto the island, but since the Purple  player controls that island, they choose to jettison the  instead, returning it to the supply.

* MOVE YOUR SHIP

You may move your Ship a number of boards by moving the cube on your Sail track to the left one space for each board you want to move to. You may not move the cube off the end of the track and once your cube reaches the leftmost space, you can not move any farther this turn.

You may only move orthogonally (no diagonal movement). The Harbor board is adjacent to all 3 Ocean boards in row 1.

If you stop on an unexplored board (one that is face-down), you **must** explore it. To do so, flip the board over, draw the top Advancement from the box associated with that row and place it face up on the large space of the Ocean board. This ends this particular move action but you may take subsequent move actions later this turn. However, **you may not explore more than 1 Ocean board in the same turn**, and thus, any further move actions you make cannot result in you stopping on another unexplored board.



Example: By using 2 Sails () , Purple  can move to any of the indicated boards.



Green  uses 2 of their Sails () to move through an unexplored board and onto another unexplored board. The Ocean board they moved through remains face down and Green explores the one they ended their movement on, flipping it face up.

Note: Other players' Ships do not block or prevent movement.

Note: You may sail through unexplored boards without exploring them, but if you stop on an unexplored ocean board, you must explore it.

Note: You must stop on an Ocean board if you wish to do anything there. This includes buying an Advancement, attacking a Ship, or interacting with the island in any way.

PIRATE MODE & MOVEMENT

If you stop on an Ocean board containing an opponent's Ship that is in Pirate mode (see page 12), a battle is automatically started (see page 18). However, you can move through an Ocean board where there is an opponent's Ship in Pirate mode without provoking a battle.

If you stop on an Ocean board with multiple opposing Ships that are in Pirate mode, you must fight each of them one after another until you have fought all of them or your Ship is sunk; you choose the order in which you fight the Ships.

Note: Being in Pirate mode on your own turn has no effect. Your ship being in pirate mode only matters on opponents' turns. If you want to attack opponents during your own turn, you must use an Attack Flag icon .

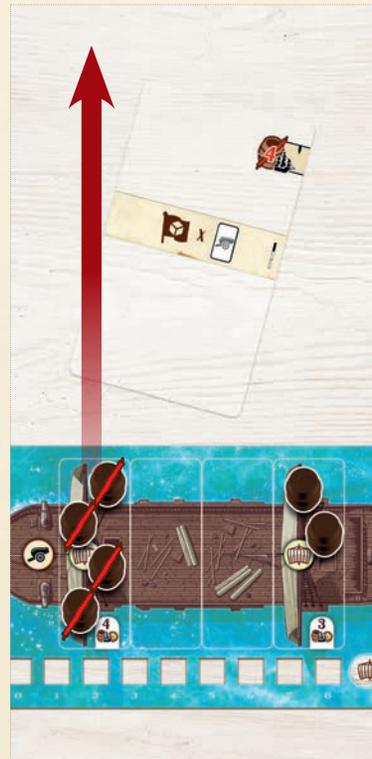


* BUY ADVANCEMENTS / RESOLVE ENCOUNTERS

If there is an Advancement or Encounter at your Ship's location, you may buy that Advancement / resolve that Encounter. Card effects may refer to these as just "Advances".

Advancements can be bought and are then sleeved into your Sailor cards, improving that card. Encounters have hidden information on the back. In the base game, the only Encounters are Merchant ships which, if acquired, are also Advancement(s).

Important: You may only buy/resolve a maximum of 2 Advancement/Encounter(s) each turn.



Example: Buying this Advancement costs 4 , so you return 4  from your Ship back to the general supply.

ADVANCEMENTS

To buy an Advancement, your Ship must be at the same location as the Advancement, and you must spend  from your Ship equal to the cost indicated. If you do not have enough  on your Ship, you cannot buy the Advancement. Once you have paid for the Advancement, place it face up nearby; you will sleeve it during your Cleanup phase.



ADVANCEMENT

Thematically, Advancements represent your Ship's crew gaining special skills and experience as they sail the sea, becoming better and more efficient sailors and fighters.

- 1 Ability.
- 2 Indicator of which slot the Advancement will occupy (top/middle/bottom).
- 3 Cost to buy the Advancement.
- 4 Indicator of which row it is from.

ENCOUNTERS

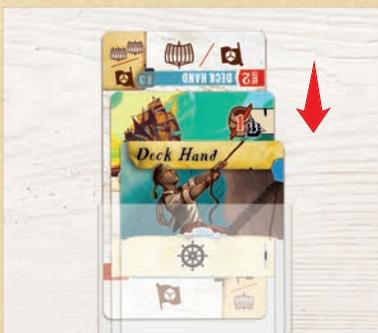
In the base game, the only Encounter(s) are Merchant ships which are resolved in one of two ways: **Trade** or **Attack**.

Trade: You can buy the Encounter as an Advancement using the normal rules for buying an Advancement. If you do this, take the Encounter as you would normally and do not look at the back of it. When you sleeve the Encounter, sleeve it **between** the Illustration card and the Ability card so that the top part of the Merchant ship card is hidden but the advancement part is showing.

Attack: You do not need an Attack flag (🚩) to attack a Merchant Ship. Simply turn the Encounter over and resolve the effect. Usually, this will result in a battle (explained on page 17). If there is a battle, follow the instructions on the Merchant ship for Win or Lose, depending on the outcome of the battle. If you lose the battle, the Merchant ship should be buried (i.e. placed beneath the advancement box of its row).

BURIED ADVANCEMENT/ENCOUNTER CARDS:

Occasionally an Advancement or an Encounter will be buried. For example, when you battle a Merchant ship and lose the battle, the Merchant ship is buried. Place any buried cards underneath that row's deck box as it will not be used again this game.



Example: Advancements¹ gained from defeating or trading with Merchant Ships have the top portion of the card filled in where the Merchant ship information is. When sleeving these, sleeve them such that they go in-between the Illustration and Ability cards.

ENCOUNTER FRONT

- 1 Icons depicting the option to trade (and the cost), or attack.
- 2 Ability gained if you trade.
- 3 Visual aid for which slot the Advancement will occupy (top/middle/bottom).
- 4 Indicator of which row it is from.

ENCOUNTER BACK

- 5 Name of the Encounter.
- 6 Number of cubes the Merchant ship will use in the battle.
- 7 Win and lose conditions as a result of the battle.
- 8 Ability gained if you win the battle; not all ships will have this.

* USE AN ABILITY OF A PLAYED CARD

Cards that you have played from your hand may have one or more abilities. Using an ability is an action that you can perform during your Main phase, which could be immediately after the card is played, or later in your turn. Using an ability is optional.

Each ability can be used only once per turn. "Battle" abilities can only be used during battles and can also only be used once per turn, even if you fight multiple battles.

If you have a lot of abilities, to help remember which abilities you have used on your turn you can mark each with a cube as you use it.

See page 14 for full details on the different types of abilities and how they work.



2 CLEANUP PHASE

Perform the following steps in order:

1. Refill Advancements/Encounters
2. Choose to be in Pirate or Mercantile Mode
3. Lose any unspent Sails
4. Sleeve Advancements
5. Discard & Draw

1 REFILL ADVANCEMENTS/ENCOUNTERS

For each empty Advancement/Encounter space on the Ocean boards, draw a card from the box corresponding to that row and place it face up on the space. Cards in the boxes should all be face up, and when you are taking new cards out of the boxes, make sure to draw them out such that you don't reveal the back of the card.

¹ More detailed information on Advancements can be found on page 30-31.

2 CHOOSE TO BE IN PIRATE OR MERCANTILE MODE

Mercantile mode is the default. Ships not in Pirate mode are in Mercantile mode.

In this phase, if your Ship is not in Harbor you may choose to put your Ship into Pirate mode. You do this by adding your Pirate Flag token to the space between the front and middle sails of your Ship miniature. Ships in Harbor must be in Mercantile mode, so if you end your turn in Harbor, remove your Pirate Flag token.

3 LOSE ANY UNSPENT SAILS

Set your Sail track on your Ship board to 0; you cannot keep unused Sails for the next turn.



WHY NOT SLEEVE IMMEDIATELY?

Sometimes, you will buy an Advancement that you want to sleeve onto a specific card in your deck, but you did not play that card this turn. Being able to keep the Advancement set aside until you next play that card can be very useful.

PIRATE MODE

Being in Pirate mode is a good way to protect islands from your opponents. It is also a good way to possibly get into battles if that is what you are looking for. The downside is that, if an opponent ends their move in your space, you must battle them, even if you are not prepared for it.

If, during another player's turn, any opponent's Ship stops on the Ocean board where your Ship is, and you are in Pirate mode, you automatically and immediately start a battle against that Ship. Opponents can still move through the board where your Ship is without provoking a battle as long as they don't stop there.

Note: if your opponent starts their turn sharing the space with your Pirate-mode Ship, they are not forced to battle you and may move away peacefully. They may however choose to battle you even if they don't have an Attack flag ability. Finally, your "blockade" of the island still applies, so they may not interact with the island in any way unless and until they choose to battle you and win that battle.

4 SLEEVE ADVANCEMENTS

If you have any set aside Advancement(s), you may now sleeve them following these rules:

- ✦ You can only sleeve onto a card you played this turn. You cannot sleeve onto a card in your hand.
- ✦ You cannot sleeve an Advancement such that it would cover or be covered by an Advancement already on the card (cards can have a maximum of 3 Advancements on them).
- ✦ It is allowed to sleeve multiple Advancements onto the same card at the same time.
- ✦ You cannot use the ability of an Advancement you sleeve on the same turn that you sleeved it.

Sleeving an Advancement is optional, you may choose to leave it set aside. However, at the end of this step, you can only have a maximum of 1 set-aside Advancement and must sleeve the rest.

If you have multiple Advancements that you cannot sleeve, you may set aside all those that you cannot sleeve, but must sleeve any that you can

5 DISCARD & DRAW

Place all of the cards you played this turn into your discard pile. Any cards you did not play stay in your hand. Then, draw cards from your deck.

When drawing cards, if you ever run out of cards in your deck and need to draw more, shuffle all the cards in your discard pile together to reform your deck.

Your normal hand limit is 6 and your draw amount is 4. Therefore, if you have 0, 1, or 2 cards left in your hand, you would draw 4 cards. However, if you have 3 or more cards left in your hand, you simply draw until you have 6 cards.



Your **hand limit** can be increased by some game effects. Specifically, each island you control with this icon increases your hand limit by 1. Note, if your hand limit decreases on an opponent's turn (for example, you lose control of an island with ) you don't have to discard down to your new hand size.



Your **draw amount** can be temporarily increased with the bonus draw effect. For each bonus draw icon you played this turn, you draw 1 additional card. However, the bonus draw ability does not increase your hand limit, only your draw amount. Thus, too much bonus draw in the same turn can be wasted.



Example: During the turn, you played 2 cards which have bonus draw abilities. When drawing cards at end of turn, you would normally draw 4 cards, but because you have 2 bonus draw abilities you would draw 6 cards instead. However, you still have 1 card in hand, and your hand limit is 6. Therefore, you only draw 5 cards.

SUGGESTED RULE FOR SHUFFLING:

Your “cards” may have noticeably different thicknesses based on how many Advancements have been added to each. When shuffling, you may find it hard to not feel where your thickest and thinnest cards are. If you are worried about this, we suggest that after shuffling your deck, you ask the player to your right for a “cut number”; they pick any number from 1 to 6 and you take that many cards from the top of your deck and put them at the bottom. You could also use a six-sided die to randomize a cut number. While you may still have an idea of where your thick and thin cards ended up in your deck (which is ok), you won't have been able to decide where they ended up (which would be cheating).

LEVELING

After your turn has finished, at any point before the start of your next turn, you may level up one Sailor card in your hand. Normally, you will do this while the other players are taking their turns. You can even do this in response to being attacked by an opponent before the combat is resolved. If you haven't leveled up a card before the start of your next turn, do it before taking your turn.

To level up a Sailor card, remove the Ability card from the sleeve, turn it around (or flip it when going from level 2 to level 3), and re-sleeve it so that the next level is now visible. The card stays in your hand, so you will have the option to use it on your next turn.

The reference cards provided with the game show you all the different abilities of the cards at their different levels. The bottom right of each card also depicts a preview of the next level.



Example: You choose to level up your Level 1 **Deck Hand**. You remove the card, rotate it 180 degrees and then re-sleeve it. To level up from 2 to 3, flip the card over to the other side.

CARD ABILITIES

If a card has more than one ability separated by a **green vertical line**, these abilities can be used independently of each other.

If an ability has multiple effects separated by a **red slash**, you must choose which effect to resolve.

The depiction of a gray icon on a white card means “the number of that thing on this card”. Note this icon does not itself count as one of the depicted icons.



Example: The level 4 **Crew** card has two separate abilities. You can use either, or both, in any order, and at different times on your turn.



Example: The level 4 **Bosun** has 4 abilities. It always provides a Wheel (⚙️) (green vertical line) and then may also be used for either 1 of the other 3 abilities (separated by a red slash).

[**ICON**] X [**ICON**]: You gain the thing on the left of the **X** for each instance on this card of the thing on the right of the **X**.



Example: There are 3 Cannons (⚔️) on this card. Place 1 Influence (📄) for each Cannon on this card.

Example: This ability provides a benefit described based on the number of Wheels (⚙️) on the card. The benefit in this case is to gain the top Advancement from the box of the appropriate row, set it aside; you will sleeve it at the end of your turn. Look at the top card in the box; if it is a Merchant ship or some other Encounter, put it back and look at the next card down instead. Keep looking until you find the first Advancement (not Encounter) and gain it.

This particular combination would allow you to **A** gain the top Advancement from Row 2 in total and draw up to 3 extra cards as there are 3 Wheels depicted.



GAINING AND SPENDING COINS & CARGO

When something tells you to gain or pay  or , it will indicate where those / are "gained to" or "paid from". If an anchor symbol is shown, the / is gained in Harbor and is placed on your Dock tile ( goes straight to your Treasure chest). If a Ship () symbol is shown, the / is gained directly on your Ship; if you cannot fit the / onto your Ship then you either have to jettison or unload it or other / to make space.



Take 1  from the general supply and place it on your Dock tile.



Take 1  from the general supply and place it on your Ship.



Take 4  from the general supply and split it however you want between your Ship and your Dock tile.



Spend 2  from your Ship.



Spend 2  from either your Ship or Dock tile (or one from each).

DESCRIPTION OF ABILITIES



Sail: This ability is not used as an action. Sail icons visible on cards you have played are counted when you set Sails.



Place Influence: This ability can only be used when your Ship is on an Ocean board with an island. Place a cube of your color onto an empty slot  of the island. If there are no empty slots, choose a slot occupied by an opponent's cube, and replace that cube with your own (return the opponent's cube back to them).

Note: If an ability, like the **Buccaneer**, gives you multiple Influence cube () icons at once, you must use all the Influence cubes possible from that ability before doing anything else; you cannot use some now and store the others for later in the turn.

After placing a cube, check to see if you take control of the island (see page 16). If you do, place an additional cube in the Permanent cube area .



Production: This ability allows you to produce at an island. You don't need to control or be on the ocean board with the island to produce there, but you will generally want to choose an island that you control (or plan to soon control), so that you can load that / onto your Ship.

When an island produces, place a number of  and/or  as depicted in the bottom right of the board onto the island .

Ocean boards depicting Open seas boost the production on adjacent islands. When an island produces, it produces 1 additional  for each adjacent open sea space with a  pointing at it .

Island production is also increased by 1  and 1  if there is an Outpost on the island .



Draw bonus: This ability may not be used during your Main phase. Instead, during your Cleanup phase, for each of these abilities you played this turn, draw 1 extra card (but still not past your hand limit). Therefore, it will give you extra cards next turn, but not this turn.

RUNNING OUT OF CUBES

Anytime you need a cube but don't have any available, you may remove one of your non-permanent cubes from any island and use that as the cube you need.



DESCRIPTION OF ABILITIES CONT

  **Constructing a Building:** This ability allows you to construct 1 Building of your choice on an island you control for the cost indicated, you do not need to be on the Ocean board with the island to do this. If you control an island (see page 16), you control all the Buildings on that island. Whenever control of an island changes from one player to another, remove all Buildings on the island.

 **Attack flag:** This ability allows you to choose an opponent's Ship on the same Ocean board as your Ship, or in Harbor with your Ship, and resolve a Ship battle against that player. Full details of battles can be found on page 17.

Note: Being in or out of pirate mode has nothing to do with using this icon to attack an opponent's ship.

 **Cannon:** In battles, each Cannon you have gives you 1 Battle cube. Also, many abilities will reference Cannons and combo with them when sleeved on the same card.

BATTLE: Drop 2 cubes.
Battle abilities: Any ability that starts with "BATTLE:" can only be used during a battle. See page 20 for an example of a Battle using Battle abilities.

 **Wheels:** This icon does nothing on its own, but many other abilities will reference it and combo with it when sleeved on the same card.

 **BASIC**
 **ADVANCED**
Upgrading your Ship: This ability allows you to Upgrade your Ship. There are two categories of Upgrade tiles: Basic and Advanced. When you use this ability, after paying any costs depicted on the ability, choose an available Ship Upgrade tile of the appropriate category and place it on a blank space of your Ship.

If all the spaces are full (either with a token or starting effect), replace one of the current spaces with the new tile by placing it on top of another Upgrade or on one of the starting effects. Don't discard the replaced tiles; you will still score them at the end of the game and they are important for the **Elite Vessel Achievement** (see page 22).

 **Repairing damage:** This ability allows you to remove 1  from your Ship. Often this comes at a cost (2  from your Ship or Dock tile in the ability depicted here).

 **End of Game scoring Advancements:** An ability with purple borders is only scored at the end of the game (see page 23).



Example: This island is currently controlled by Purple . They have built a Fort  and an Outpost  for the cost of 4  and 2  respectively using their level 3 **First Mate** . Now other players cannot interact with this island unless they have an ability that overrides Forts. Producing on this island will gain an extra 1  and 1   on top of the 1  .

BUILDING TYPES

There are 3 types of Buildings. Each island may have at most 1 Building of each type. All Buildings are worth 1  to the player who controls the island at the end of the game.



Forts  help you defend the island. If you control an island with a Fort, other players may not interact with that island (place or remove cubes, produce, load/unload ) even with card abilities, unless the card ability explicitly says it overrides Forts. They may still buy the Advancement or resolve an Encounter on the space.

A player whose Ship is in the space with an opponent's Fort may choose to attack the Fort in order to destroy it (an Attack flag  is not required).

See "Attacking Buildings" on page 20 for how these battles are resolved.



Outposts  boost production. Whenever an island with an Outpost produces, it produces an additional 1  and 1 . Outposts cannot be attacked.



Garrisons  have the same properties as Forts, but are weaker in battle. In addition, whenever another player's Ship enters a space with a Garrison you control, even if it just passes through, that Ship immediately takes 1 .

ISLAND CONTROL

Each island has a number of slots for cubes **A** (each slot can hold 1 cube), and an area for permanent cubes **B** (no cube limit).

You are considered to control an island if you meet both of these conditions:

- * You have more cubes on the island than any other player (including permanent cubes).
- * You have more cubes than the number of empty slots on the island.

Note: You may only load  and  from islands you control. Also, control of islands will get you additional  at the end of the game as indicated in the top right of the island's board.

Example: If you have the most cubes on Seahound Isle at the end of the game you will gain 6  **C**. The player with the 2nd most will gain 5  **D** and 3rd place gains 4  **E**. Not all islands have a 3rd place. See page 22-23 for more information about scoring.



PERMANENT CUBES

Whenever you take control of an island, place an additional cube on the island in the "Permanent cube area" on the right side of the board; do not place it on one of the slots. This cube contributes to determining who has control of the island, but it can never be removed. If you take and lose control of the same island multiple times, you will end up with multiple permanent cubes on that island.



Example: In this case, nobody controls the island. Purple  does not have more cubes  than the number of empty slots.



Example: Purple  adds a cube  and now controls the island and therefore also gets to add a permanent cube **F**.

Example: Later in the game, Blue  uses 1 Influence  to add a blue cube  to the remaining empty slot **G**, and then 2 more Influence to replace 2 of the purple cubes  with blue **H**. Blue now has 3 cubes on the island to Purple's  2, thus gaining control. They add an additional blue cube to the Permanent area **I** giving them now 4 cubes to Purple's 2 cubes.



BATTLES



BATTLE: Drop 2 cubes.

There are three types of battle: Player Ship vs. Non-Player Ship, Player Ship vs. Player Ship, and Player Ship vs. Building battles (See "Attacking Buildings, page 20).

Cannons and Battle abilities contribute to winning battles. It is possible to get into multiple battles on your turn but each Cannon and Battle ability may only be used once per turn. If you plan on fighting multiple battles on your turn, you will need to decide how many Cannons and Battle abilities to use in your first battle and how many to save for further battles.

You may never battle the same Ship, Building, or Non-player more than once in a turn. For example, if you move into an Ocean board with an opponent's Ship in Pirate mode and battle them, you may not then choose to attack that Ship later in the same turn.

PLAYER vs. NON-PLAYER BATTLE

This type of battle happens when you attack an Encounter e.g. a Merchant ship. Resolve it by carrying out the following 5 steps in order:

1. Take Battle cubes.
2. Drop Battle cubes.
3. Resolve Battle abilities.
4. Resolve the Battle ship.
5. Determine the outcome.

1 TAKE BATTLE CUBES

The number of Battle cubes you have is based on the number of Cannon icons you have. You have 1 Cannon printed on your Ship board and you may play additional cards from your hand that depict 1 or more Cannon icons and/or have a Battle ability. For each Cannon icon that you choose to use, take 1 cube from your supply. The back of the Encounter card will tell you how many Battle cubes  it gets. Take that many black cubes.

2 DROP BATTLE CUBES

Drop the Battle cubes (yours and your opponent's) all at once into the top of the Battle ship from the height of the masts in a "neutral manner", immediately resolving any exploding shots.

RUNNING OUT OF CUBES

If you do not have enough Battle cubes left in your supply, you may, in this case, choose to take fewer cubes, or you can remove non-permanent cubes from islands to make up some or all of what you are missing. However, you do not get to put those cubes back on the islands after the battle.

3 RESOLVE BATTLE ABILITIES

You may use any Battle abilities that you have available in any order. Using Battle abilities is optional.

4 RESOLVE THE BATTLE SHIP

See the Battle ship Details section on page 19.

5 DETERMINE THE OUTCOME

Apply the effect on the back of the Encounter depending on whether you won or lost. A Ship that has 5 or more  on it now sinks (see page 21).





PLAYER SHIP VS. PLAYER SHIP BATTLE

Player Ship vs. Player Ship battles happen when you use an Attack flag (🚩) ability on an Advancement, or when you end your movement on an Ocean board with an opponent's Ship in Pirate mode.

To resolve a Player Ship vs. Player Ship battle, follow these 5 steps, in order:

1. Take Battle cubes.
2. Drop Battle cubes.
3. Resolve Battle abilities.
4. Resolve the Battle ship.
5. Determine the outcome.

1 TAKE BATTLE CUBES

First the active player (the player whose turn it is) determines how many Battle cubes they take as per the rules on Player vs. Non-Player battles. Then, the inactive player may play any cards from their hand that have Cannons or Battle abilities, before determining their total Battle cubes. If either player is at an island they control, they add 1 additional Battle cube for each Building on that island. If the player that was attacked is in Harbor, they get 4 additional Battle cubes.

Note: Cards played by the inactive player stay in play until that player's next Cleanup phase. Any abilities on them can therefore be used on that player's next turn just like if they had been played that turn. This includes Cannons and Battle abilities because they can be used once per turn, and using them on another player's turn means they can still be used as normal on the owning player's turn.

Because each Cannon and Battle ability can be used once per turn, this means that if Player 1 attacks Player 4, and Player 4 plays a card with a Cannon in defense, that card stays in play. If, on Player 2's turn, they attack Player 4, the Cannon can be used again, and then again if they are attacked by Player 3, and then yet again, on Player 4's turn.

2 DROP BATTLE CUBES

Drop the Battle cubes (yours and your opponent's) all at once into the top of the Battle ship from the height of the masts in a "neutral manner", immediately resolving any exploding shots.



3 RESOLVE BATTLE ABILITIES

Taking turns, starting with you (the active player), each player may use one Battle ability or pass. This goes back and forth until both players pass consecutively, at which point this step ends, and you proceed to step 4. Using Battle abilities is optional and each can be used at most once per turn.

4 RESOLVE THE BATTLE SHIP

See the Battle ship Details section on page 19.

5 DETERMINE THE OUTCOME

The losing player places 1 🔥 onto their Ship board. This is the only default consequence for losing. If the winning player does not have the **Legendary** achievement (see page 21), they place one cube on that Achievement. This is the only default consequence of winning.

If the losing Ship was in Pirate mode, it is changed to Mercantile mode.

If the battle was caused by you moving onto a space with another player in Pirate mode and you lost the battle, you are blockaded and cannot interact with the island where the battle took place.

A Ship that has 5 or more 🔥 on it now sinks (see page 21). It is possible for both ships to sink during the same battle. It is also possible for a player to both "win the battle" and have their Ship sink. Thematically, think of this as a pyrrhic victory, *your "goal" was accomplished, but at the cost of your Ship.*

BATTLE SHIP DETAILS

The Battle board is divided into a number of zones.

- * If any part of a cube is touching a zone, that cube is considered to be in that zone.
- * If a cube is at an angle on both the zone and raised border, it is considered in that zone.
- * Any time a cube is dropped and ends up fully balanced on a raised border, it is immediately re-dropped. Continue re-dropping as necessary until all cubes are in a zone.

Resolve the cubes in the following order:

1. Exploding shots
2. Battle abilities
3. Plunder
4. Damage
5. Determine the winner

1 Exploding shots

Each cube in this zone is removed and dropped again into the Battle ship along with 1 extra cube of the same color. If there are multiple cubes in this zone, drop all of them and the extra cubes at the same time. Repeat this process until there are no cubes in the Exploding Shot zone.

2 Battle abilities

If in a battle with a Non-Player, or if attacking a Building, simply use all battle abilities you want to in any order.

In a player Ship versus player Ship battle, starting with the active player, players will take turns resolving one of their Battle abilities or passing. This process ends once both players pass consecutively.

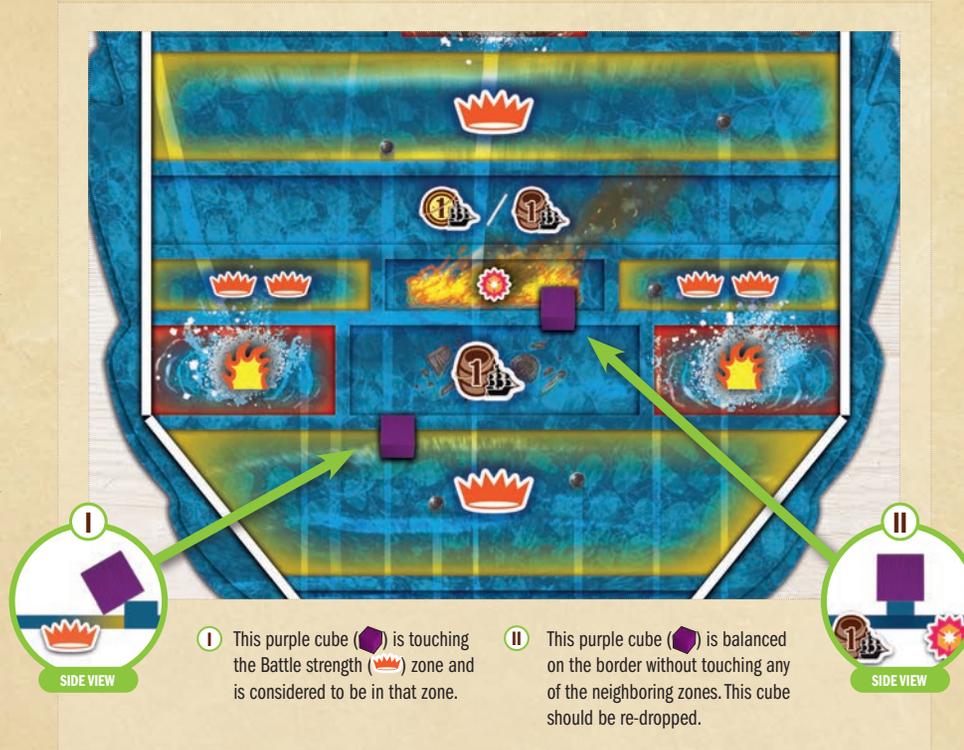
If a Battle ability causes any cube to end up in the Exploding Shot zone, resolve them as per step 1 before moving on to the next Battle ability.

3 Plunder

(Skip this step in battles with Buildings)

Each cube that is in one of these zones is removed and the owning player gains the indicated / from the supply. These must either be placed into a hold with available capacity on their Ship, on the island where the battle is taking place, or discarded back to the supply.

If you are battling a non-player (i.e. Merchant Ship) you still gain plunder, but the non-player obviously does not.



I This purple cube () is touching the Battle strength () zone and is considered to be in that zone.

II This purple cube () is balanced on the border without touching any of the neighboring zones. This cube should be re-dropped.

4 Damage

Each cube that is in one of these zones is removed and the owning player causes 1  to the opponent's Ship, placing a  on the opponent's Ship board.

Note: Dealing damage does not help you win the battle.

5 Determine the winner

Each cube in these zones contributes either 1 or 2 Battle strength as depicted. The side with the highest total Battle strength wins the battle. In the case of a tie, the active player (the player whose turn it is) wins.



PLAYER SHIP VS. BUILDING BATTLE

If your Ship is in a space with an opponent's Fort or Garrison, you may choose to attack the Building(s) as an action, even without having an Attack flag. Outposts cannot be attacked.

You cannot attack a Building if there is an opponent's Ship in Pirate mode on the island. You must win the automatic battle against the opposing Ship, forcing them into Mercantile mode, before you can choose to attack the Fort and/or Garrison. Ships and Sailor cards cannot be used in the defense of buildings during battles.

If an opponent's Ship is in the space and in Mercantile mode, it does not contribute to the battle. Therefore, if a player wants to use their Ship to defend an island, they should go into Pirate mode at the end of their turn.

To resolve an attack on a Building, follow the normal 5 steps for a Player Ship vs. Player Ship battle, with the following exceptions:

1. Take Battle cubes:

The defender gets 5 Battle cubes if they have a Fort, 2 if they have a Garrison, and 7 if they have both. They may not use Cannons on cards or their Ship.

2. Drop Battle cubes:

No changes to this step.

3. Resolve Battle abilities:

Only the attacker may use Battle abilities.

4. Resolve the Battle ship:

- ✗ Neither player gets any plunder.
- ✗ The attacking Ship takes 🔥 as normal.

5. Determine the outcome:

- ✗ Same as a Player Ship vs. Player Ship battle, if the ship loses, it takes 1 🔥.
- ✗ If the Ship wins, the Fort and/or Garrison are removed.

EXAMPLE OF COMPLEX SHIP VS SHIP BATTLE

The Active player, Purple 🟡, moves their Ship onto the same island space as the Green 🟢 player. Purple has an Attack flag (🚩) on their Level 3 Captain, and chooses to attack Green .



1. Purple 🟡 first determines their total Cannons (🔫).

A Purple has 2 Cannons from their Ship, 3 Cannons on its Gunner card, and 1 Cannon on its Deck Hand. Purple is not intending to fight multiple battles this turn so they declare they are using all 6 Cannons.



2. Green 🟢 now decides if they wish to play any cards from their hand and then also determines total Cannons. They play a level-2 Gunner and a level-1 Crew.

B Green has 1 Cannon from their Ship, 1 Cannon from its Gunner, and 1 Cannon from its Crew. The inactive player always uses all their Cannons, so 3 Cannons for Green.



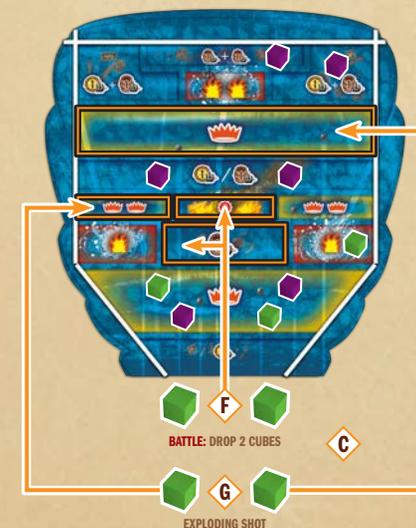
3. Drop Cubes! Drop all 9 cubes (6 purple 🟡 and 3 green 🟢) at the same time into the Battle ship **C**.

4. Purple, the active player, may choose to use a battle ability. However, since they are currently winning the battle 2 Battle strength (👑) to 2 Battle strength (active player wins ties) they choose to "pass". Using their "Drop 2 Cubes" ability **D** risks bumping cubes around unfavorably.

5. Green, then chooses to use their "Drop 2 cubes" ability **E**. One of Green's cubes lands in the exploding shot zone and the other in the plunder zone ... **F**

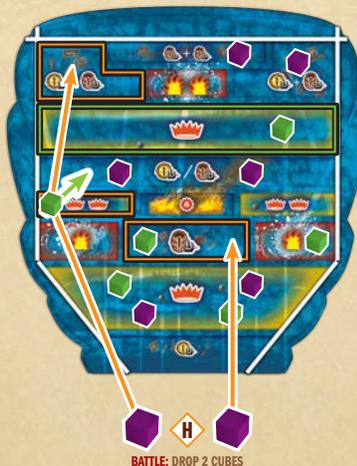
...so they immediately take their cube in the zone plus 1 more from their supply and drop them both.

The 2 newly dropped cubes **G** land in the 🔥 and 👑 zones.



EXAMPLE OF COMPLEX SHIP VS SHIP BATTLE CONT.

- Purple now chooses to use their "Drop 2 cubes" ability (H). They get lucky as one of their cubes knocks the green cube out of the crown zone before landing in the ship + crown plunder zone. However, Green is still winning 3 Battle strength to 2. The second cube lands in the ship zone.
- Green has no battle abilities left and must pass.
- Purple uses their "Gain 1 crown" ability, giving them +1 Battle strength for the battle and thus the lead 3 Battle strength to 3.
- Green passes.
- Purple passes.
- Battle is over so players gain plunder. Green gains 1 crown and 1 crown or crown to their Ship. Purple did very well this battle and gains 5 crown, 2 crown, and the choice of 2 crown and/or crown to their Ship.
- Damage zones are resolved. Green has a cube in a damage zone, so the purple Ship is dealt 1 damage.
- Finally, resolve the battle. Green lost on a tie-breaker 3 to 3 so Green's Ship takes 1 damage. Purple won; if they don't already have the **Legendary Achievement**, they place 1 cube on the Legendary Achievement (see right).



SUNKEN SHIPS



If your Ship has 5 or more fire on it at the end of a battle, it sinks. If your Ship receives its 5th fire in the middle of a battle (e.g. from a Battle ability), finish resolving the battle before the Ship sinks. If your Ship receives its 5th fire not during a battle, the Ship sinks immediately.

When your Ship sinks, if you have 5 or more crown on your Ship, immediately lose all of the crown on your Ship (return them to the supply). If you have fewer than 5 crown on your Ship, keep them there, and lose 5 crown from your Treasure chest instead. crown on your Ship is not lost when you are sunk.

Place your Ship at Harbor, remove all fire, and move any crown on it to your Treasure chest. Set your Ship to Mercantile mode with its Sails set to 0.

If another player was the cause of your Ship sinking (they inflicted the 5th fire via a battle, a Garrison, or an ability on a card), that player gains the crown you lost rather than them being put into the supply. That player places the crown directly into their Treasure chest.

ACHIEVEMENTS



There are 9 Achievements in the game, depicted along the top of the Harbor board. At any point on your turn, if you meet the requirements of an Achievement, place 1 of your Achievement markers on the space to indicate you have completed that Achievement. Multiple players may gain the same Achievement.

It is possible that you meet the conditions of several Achievements on another player's turns (denoted by *). However, you must wait to place your Achievement marker until your own turn starts, so long as you still meet the conditions of the Achievement at that time.

Once placed, Achievement markers cannot be removed, even if the player no longer meets the conditions required.



The Achievements are as follows:

* **Legendary***:

Win 4 non-Building battles with your Ship. The first 4 times you win a non-Building battle with your Ship during the game, place one of your cubes on this Achievement. After the 4th time, return those cubes back to your supply and place one of your Achievement markers here.



Note: "Winning a non-Building battle with your Ship", means a battle against any Non-Player (e.g. Merchant ship) or against an opponent's Ship. Defending successfully with a Building or defeating a Building does not count.

* **Expert Sailors***:

Have 3 cards of level 4. The first 2 times you get a card to level 4, place 1 of your cubes here. The 3rd time, return those cubes to your supply and place one of your Achievement markers here. Remember: even if you meet the requirement for this Achievement when it is not your turn, only place the marker on your next turn.



ACHIEVEMENTS CONT.

* Terror of the Sea*:

Sink a Ship. The first time you sink another player's Ship during the game, place one of your Achievement markers here.



* Builder:

Own 5 or more Buildings.

If you ever have 5 Buildings at the same time on islands you control, immediately place an Achievement marker here. If, later in the game, you have fewer than 5 Buildings on islands you control, you do not lose this Achievement.



* Capitalist*:

Have 30 or more  in your Treasure chest.



Note: Even though  in your Treasure chest are secret, you are not allowed to conceal the fact that you have gained this Achievement; so once you reach 30 or more  in your Treasure chest you must announce that you have completed it and place your Achievement marker here.

* Settler:

If you ever have a total of 6 or more permanent cubes across islands, place one of your Achievement markers here.



* Elite Vessel:

Acquire 4 Ship Upgrades. As soon as you acquire your 4th Upgrade, place an Achievement marker here. Remember to count all Upgrade tiles on your Ship, even ones covered over with other tiles.



* Explorer:

The number of Ocean boards you need to explore in order to meet the requirements for this Achievement is dependent upon the number of players:



- ✦ 2-player game: Explore 5 spaces.
- ✦ 3-player game: Explore 4 spaces.
- ✦ 4-player game: Explore 3 spaces.

Each time you explore an Ocean board, place one of your cubes here. Once you have explored the required number of Ocean boards, return your cubes to your supply and place one of your Achievement markers here.

Note: If it is no longer possible for you to meet the requirements of this Achievement, return all the cubes here back to your supply.

* Master Merchant:

Return 12  from your Ship and/or Dock tile back to the supply to place an Achievement marker here.



Note: You must return 12  at once. This is not the same as spending the ; the 12  must be returned to the supply for no other benefit.

* Optional Rule - Bonus Achievement tokens:

If this is your first game of *Dead Reckoning* and you feel that you'd like something to steer you on how to approach the different strategies, or if, as an experienced player, you want a change of pace, we recommend using the Bonus Achievement tokens. Simply deal 2 to each player at the start of the game and then have them choose 1. Each player keeps their chosen token face down in front of them. At the end of the game each player reveals their token. Each completed Achievement that appears on the token is worth a bonus 2 .



GAME END & SCORING

GAME END

At the end of your turn, if you have 4 or more Achievement markers placed on the Harbor board, the end of the game is triggered. Each other player gets one final turn, and then the game ends (the player who triggered the end does not get an additional turn). Each player should still draw new cards as normal at the end of their final turn, and can level up as normal, as those cards can be used in possible battles.

After a player has taken their final turn, their Influence cubes on islands now require two "place influence"  actions by opponents to replace them instead of one. Also, if a player who has taken their final turn is involved in a battle, they get 2 additional Battle cubes in the battle.

After all players have taken their final turn, add up the .

SCORING

Achievements:

Players gain the  value of Achievements they have completed.

Coins in Treasure chests, on Ships and on Islands:

Players score all the  in their Treasure chest, on their Ship and on islands they control.

Buildings:

Players gain 1  for each Building  /  /  on islands they control.

SCORING CONT.

END OF GAME ADVANCEMENTS



For every 3 you own (on your Dock tile, on your Ship, and on islands you control), gain 1 .



For every island where you have no cubes, gain 1 .



For each Wheel on this card, gain 2 .

Advancements:

Players score 1 for every 2 Advancements on their cards or set to the side.

Ship Upgrades:

Players gain 1 for each Basic Ship Upgrade and 2 for each Advanced Ship Upgrade . Upgrades that have been covered over still count for .

End of Game Advancements:

Players gain based on any end of game effects they have on their Advancement(s).

Islands:

Players score for their Influence cubes on each island.

- * The most cubes on an island gets according to the larger of the numbers shown in the top right of the ocean board.
- * The 2nd most cubes on an island gets the 2nd largest number in .
- * Likewise for 3rd most, though not all islands score for 3rd most.

If two or more players are tied for a position, they all score the next value down for . If there is a tie for 3rd place, no are awarded to those tied players.

When determining who has the most cubes, empty cube spaces on islands count as another player whose points are not tracked. It is possible for the empty cube spaces to win or tie for 1st, 2nd, or 3rd.

The player with the most coins wins!

In case of a tie, the tied players count up all the Cannons on their Ship and on all the cards in their deck and take that many of their cubes (and can use cubes from the islands if necessary). All at once, drop all those cubes in the tower. Resolve exploding shots but not Battle abilities. The most Battle strength wins the game. If still tied, repeat the battle. A tied battle like this may involve more than 2 players at the same time.



Example: Here, Purple and Green tie for first having 3 cubes each, so they each score the 2nd place point value of 5 . There are two empty spaces, and Blue only has 1 cube, so Blue does not get the 3rd place points.

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NAVIGATING DEAD RECKONING...

Some tips for playing the different strategies.

PIRATE

If the open sea is what you love, the deck pitching beneath your feet, the rigging in your hands, rum in your belly and blood on your cutlass, then the life of a pirate is for you. On the sea, all people are free. Free to do as they wish and take what they want. The only allegiance a person owes is to their captain, their crew and most of all to themselves.

Pirates take what they want, and damn all who say they can't. If you're strong enough to keep it, it's yours. When a pirate is hungry, he raids a port and takes supplies. When she needs coin, she sinks a merchant vessel and takes its cargo. And when you want blood, a privateer ship will do nicely for a good scrap. A new island? Good for a hideout. An outpost? It's like a gift, all wrapped up nice and neat.

The rules of the sea must be followed. Never raid without flying the blackjack. Bad luck will follow. When you steal treasure, toss a coin off the bow, or the dead come for their due. And if you kill a man on the sea, throw his body in. The beasts what live beneath the waves will take what's theirs, and if you don't give it to them, they'll take you instead.

- ✘ Look for Advancements with Cannons and Battle abilities.
- ✘ Let no Merchant ship sail untouched.
- ✘ Focus on your **Captain, Gunners** and/or **Bosun**.



PRIVATEER

Contrary to what some say, the sea is not a no-man's land. The crown holds sway to the horizon, and that includes the ocean as well. But can a governor patrol it? Of course not. Why would they, when their gold can purchase the loyalty of privateers? Soldiers are hamstrung by nationalism and dogma. A privateer is a true professional.

Privateers enforce the law upon the sea. Piracy is not to be tolerated. Merchants attempting to hide their bounty without paying the governor their due taxes must be punished. And explorers can only operate within the realm of their charter, claiming land for the crown, or else be driven off the seas or beneath them. Operating illegally can make them worse than pirates. What's worse than stealing coin? Stealing land. That's stealing from the crown directly, and privateers are paid well to prevent it.

A privateer must maintain discipline. Cannons must be cleaned and powder stored. New discoveries should be charted, and notifications made to the governor, although the privateer's charter allows a crew to claim a small percentage of the bounty gleaned through such endeavors. Merchants and explorers are allies if they are operating under legitimate pretenses. Pirates, however, are always sent to the bottom of the sea.

- ✘ Look for a strong balanced mix of Advancements for battle and island control.
- ✘ Harry merchants or trade with them, control multiple islands and harvest from them where you can.
- ✘ Focus on at least 1 **Crew, Buccaneer**, and/or **Deck Hand**.



MERCHANT

The sea is money, and do not think otherwise. There are lands beyond those belonging to the crown, and resources that can make a sailor's fortune in a single sea voyage. Wealth may come from gold, but gold comes from the sea. Endless islands with treasures undreamt of wait to be discovered! Some may hold actual gold, but others rare herbs, spices, or artifacts... there's no end to the variety of wealth available. The governor must have their due, else they'll take it all and throw one into debtor's prison, but numbers are a merchant's game.

Nations engage in trade, but usually on a scale so large it complicates everything. There's little in the way of profit. That's why the merchant and his Ship have so many opportunities; they engage in trading in a way most nations simply can't because the return isn't worth it. A merchant crew can make enough money to last a lifetime, though. But there

are dangers aplenty. Storms, aggressive wildlife, yes, and most of all... pirates.

The merchant life is difficult. It's back-breaking work, and the reward often isn't what was promised. The dangers are significant and fighting pirates has claimed the lives of more mariners than anyone will admit. But the rewards can be enough that there's no shortage of willing crew, even if they have to haul crates until then.

- ✘ Trade with other Merchant ships, look for Advancements that give you additional island production.
- ✘ Control a small number of high-yield islands, secure them and enhance them with Buildings, harvesting from them regularly.
- ✘ Focus on your **First Mate, Purser** and/or **Crew**.



EXPLORER

There are many who say the sea is an opportunity for plunder, glory, or profit. What they don't understand is that these are not the true rewards of the open sea. The speed of a strong tailwind and thrill of an unknown destination; that is the real reward. There is no greater joy than setting Sail across uncharted waters, or setting foot on virgin sands. What are riches compared to such experience?

The thrill of exploration is one that many will never know. Sadly, this lifestyle is expensive, and few can afford it. Mostly governors who seek to expand the crown's holdings, unfortunately, but on occasion a captain or a nobleman is bored enough to sponsor an expedition or conduct one themselves. While their motives can be suspect, they grant others the joy of an unknown destination, which is no small thing.

Exploration is the thrill of discovery. An uncharted island is the heart's desire of every explorer.

What lies ahead? In many cases, little other than the beautiful virgin sea. In some cases, however, one can discover new wildlife, natural wonders, or mysterious artifacts. The thrill of the mystery cannot be understated, and fame and fortune are possible when momentous discoveries are made.

Just watch out for pirates and everything will be perfect...

- ✘ Early on target Advancements that give you Sails, look to buy from the farthest islands later, where the best Advancements lie, and use their power to pull away at the end.
- ✘ Sail far and sail early, explore new islands and target the 3rd or 4th Row with high sailing capacity, both for value and island control, as others will not be able to get there with the same regularity.
- ✘ Focus on a **Deck Hand, Buccaneer** and/or **Bosun**.



SAILOR CARD REFERENCE

The 12 sleeved cards in your deck are "Sailor cards". Each of these 12 Sailor cards is considered to be a single card, comprised of the illustration card, the Ability card and any number of Advancements sleeved with them.

All Sailor cards start with an Illustration card and an Ability card. The Illustration card simply has an image at the top and the rest of the card is transparent. Ability cards are made from card-stock rather than plastic and are double-sided. These cards have 4 abilities (2 on the front and 2 on the back) each with a level 1, 2, 3, or 4. The Illustration and ability cards are designed such that when sleeved together only the current level of the card is visible.

In the middle of the card are 3 slots where Advancements can be put, top, middle, bottom. A Sailor card can have a maximum of 5 cards within its sleeve, an Illustration card, an Ability card, and up to 3 Advancements.



CAPTAIN

LEVEL 1 Gives you 1 Sail (🚢).

LEVEL 2 Gives you an Attack flag (🚩) and 1 Wheel (⚓).

LEVEL 3 Gives you an Attack flag, 1 Wheel and a **Battle ability** that can only be used in **[Ship vs. Ship]** battles (e.g. vs. Player ships or Merchant ships): if you win the battle, gain 1 🟡 on your Ship for each Wheel icon you have on this card.

LEVEL 4 Similar to the level 3 **Captain** except it also has a Cannon (🔫), and the **Battle ability** now grants 2 🟡 on your Ship in addition to 1 🟡 on your Ship for each Wheel icon you have on the **Captain** card.



CREW

LEVEL 1 Gain 1 🍪 on your Dock tile.

LEVEL 2 Gain 2 🍪 on your Dock tile. Also, if you are in Harbor (⚓), you may pay 2 🍪 (from Ship or Dock tile) to repair 1 🔥 on your Ship.

LEVEL 3 Gain 3 🍪 on your Dock tile. Also, you may pay 2 🍪 (from Ship or Dock tile) to repair 1 🔥 on your Ship, regardless of where your Ship is.

LEVEL 4 Gain 4 🍪 on your Dock tile and/or on your Ship board in any combination. Also, you may repair 1 🔥 for free regardless of where your Ship is.



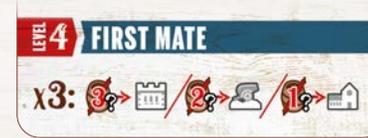
FIRST MATE

LEVEL 1 Gain 1 🍪 on your Dock tile.

LEVEL 2 Build 1 Building for the costs 🍪 (from Ship or Dock tile) shown. Your Ship does not need to be at the island to build there, but you do need to control the island.

LEVEL 3 Build up to 2 Buildings for the costs 🍪 (from Ship or Dock tile) shown. Your Ship does not need to be at the island to build there, but you do need to control the island.

LEVEL 4 Build up to 3 Buildings for the costs 🍪 (from Ship or Dock tile) shown. Your Ship does not need to be at the island to build there, but you do need to control the island.



BOSUN

- LEVEL 1** Gain 1 🍪 on your Dock tile.
- LEVEL 2** Has 1 Wheel (⚓) and gains you 1 🍪 on your Dock tile.
- LEVEL 3** Has 1 Wheel and an ability that either gains you 1 🍪 on your Dock tile, or allows you to pay 3 🍪 (from Ship or Dock tile) for a Basic Ship Upgrade (🔧).
- LEVEL 4** Has 1 Wheel and an ability that either gains 1 🍪 on your Dock tile, or allows you to pay 3 🍪 (from Ship or Dock tile) for a Basic Ship Upgrade, or pay 6 🍪 (from Ship or Dock tile) to gain an Advanced Ship Upgrade (🔧).



Note: Ship upgrades may be used as long as they are on your ship, including the turn they are acquired.

GUNNER

- LEVEL 1** Gain 1 🍪 on your Dock tile.
- LEVEL 2** Gain 1 🍪 on your Dock tile. Has 1 Cannon (🔫).
- LEVEL 3** Gain 2 🍪 on your Dock tile. Has 1 Cannon and a **Battle ability** that lets you drop 2 cubes into the Battle ship.
- LEVEL 4** Gain 2 🍪 on your Dock tile. Has 1 Cannon and a **Battle ability** that lets you drop 2 cubes into the Battle ship, and another **Battle ability** that lets you remove one of your previously dropped cubes to deal 1 🔥 to the enemy Ship and gain 2 🍪 on your Ship.



DECK HAND

- LEVEL 1** Place 1 Influence cube (🏴‍☠️).
- LEVEL 2** Place 1 Influence cube
OR Gain 1 Sail (🚢).
- LEVEL 3** Place 1 Influence cube
OR Gain 2 Sails.
- LEVEL 4** Place 1 Influence cube and gain 3 Sails.



BUCCANEER

- LEVEL 1** Place 1 Influence cube (🏴‍☠️).
- LEVEL 2** Place 2 Influence cubes.
- LEVEL 3** Place 3 Influence cubes.
- LEVEL 4** Place 4 Influence cubes.



Note: If an ability, like the **Buccaneer**, gives you multiple Influence cube (🏴‍☠️) icons at once, you must use all the Influence cube from that ability before doing anything else; you cannot use some now and store the others for later in the turn.

PURSER

- LEVEL 1** Produce (⚙️) on any 1 island.
- LEVEL 2** Produce on up to 2 different islands.
- LEVEL 3** Produce on up to 3 different islands.
- LEVEL 4** Produce on up to 4 different islands.
Also boosts those productions by 1 🍷 and 1 🍀 on each island.



INDEX [A-Z]

Abilities 13-15	Coins	Levelling (see Sailor cards)
On Advancements 13-15	Gaining 14	Main Phase 7-11
Attack Flag 15, 18, 21	Jettisoning 7, 14	Merchant Ships (see Encounters)
Battle Abilities 15, 19	Loading 7	Mercantile Mode 12
Bonus Draw 15	Rearranging 7	Moving 9
Cannon 15, 17	Unloading 7	Ocean boards 6, 9
Influence 13, 14	Control	Island 6
Production/Produce 14	Islands (see Islands)	Open Seas 6, 14
Sails 15	Crew (see Sailor cards)	Pirate Mode 12
Wheels 14	Cubes	Blockading an Island 7, 12
Achievements 21-22	Dropping Battle Cubes 17-20	In Harbor (not allowed) 12
Definitions 21	Influence (placing on Islands) 14, 16	Going into Pirate Mode 12
Elite Achievement Ships Upgrade stacking 15	Permanent 14, 16	Movement in 10
Optional Bonus Achievement Tokens 22	Running out of Cubes 14, 17	Pirate Flag token 12
Advancement(s)/Advances 10	Damage	Pursuer (see Sailor cards)
Abilities on advancements XX	Battles/In battle 19	Sails
Advancements 11	Repairing 15	Hold Capacity and Sails 8-9
Advancement Ability Reference list 30-31	(see Sailor cards - Crew) 27	Setting Sails 8
Buried (Discarded) XX	Sinking a Ship (see Ships - Sinking)	Unspent Sails 12
Buying 10	Deck (of cards) (see Sailor cards)	Sailor deck/cards
End of Game 23	Deck Hand (see Sailor cards)	Bosun 28
Maximum number bought in a turn 10	Dock Tile 6, 14	Buccaneer 29
Refilling at end of turn 11	Drawing Cards (see Sailor cards)	Captain 26
Sleeving, and not sleeving 12	Encounters 11	Crew 27
Attacking Buildings (see Battles)	Buried Advancements 11	Deck Hand 29
Attack Flag (see Abilities)	Buying/Resolving (Trade/Attack) 11	Draw/Drawing 12
Battle Cubes 17, 18, 20	How to sleeve 11	Definition of 6
Battle Ship (see Battles)	Merchant Ships 11, 17	First Mate 15, 27
Battle board (see Battles)	Maximum number bought in a turn 10	Gunner 28
Battles 17-21	Sleeving, and not sleeving 12	Hand size limit 12
Battle Board 19	End of game 22	Individual Sailor card references 26-29
Battle Ship resolution 19	Attacking Player Ships after end trigger 22	Leveling 13
Example 20-21	Converting cubes after end trigger 22	Playing/Using a card 8, 11
In Harbor 18	Scoring 15, 22-23	Pursuer 29
Player Ship vs. Player Ship 18	Trigger 22	Sailor Deck 6
Player Ship vs. non-player Ship 17	Exploring 9	Shuffling 12-13
Player vs. Buildings 20	First Mate (see Sailor cards)	Scoring
Sinking Ships 17, 18, 21	Gunner (see Sailor cards)	Achievements 22
Using & Resolving Battle Abilities 17-20	Hand Size Limit (see Sailor cards)	Advancements 23
Bosun (see Sailor cards)	Harbor	Buildings 22
Buccaneer (see Sailor cards)	Harbor board 6, 9	Coins 22
Buildings 14-15, 27	In harbor 7	End of Game 22-23
(see also Sailor cards, First Mate)	Hull Space (see Ship)	End of Game Advancement effects 23
Construction of 14, 27	Hold Capacity (see Ship)	Islands 23
Control 14	Icons	Ship Upgrades 23
Fort 15, 20	Attack Flag (see Abilities)	Set up 4-6
Garrison 15, 20	Bonus Draw (see Abilities)	Shuffling 12-13
Outpost 15	Cannon (see Abilities)	Ships
Captain (see Sailor cards)	Increased Hand Size 12	Board 7
Cards (see Sailor cards)	Influence (see Abilities)	Hull Space 7
Cargo	Production/Produce (see Abilities)	Hold Capacity 7-9
Gaining and spending 14	Sails (see Abilities)	Moving 9
Jettisoning 7, 8-9, 14	Visual Reference 32	Repairing Damage 27
Loading 7, 8-9, 16	Wheels (see Abilities)	Setting Sails 8
Rearranging 7	Influence (see Islands)	Sinking 17, 18, 21
Unloading 7, 8-9, 16	Islands	Upgrades 15
Clear Up Phase 11-12	Control 8-9, 16, 23	(see Sailor cards - Bosun) 28
Components	Hand Size changes 12	Sleeving 11, 12
Game components 3	Placing Influence Cubes 14, 16	Treasure chest
Player components 3	Placing Permanent Cubes 14, 16	Unloading coins from Ship into 7
	Production 14, 29	Upgrades (see Ship)

ICON REFERENCE

CARGO & COIN

GAIN CARGO ON SHIP/DOCK	GAIN CARGO ON DOCK	GAIN CARGO ON SHIP	GAIN CARGO ON ISLAND	SPEND CARGO + COIN FROM SHIP/DOCK	SPEND CARGO FROM SHIP/DOCK	SPEND CARGO FROM DOCK	SPEND CARGO FROM SHIP
GAIN COIN ON SHIP/DOCK	GAIN COIN ON DOCK	GAIN COIN ON SHIP	GAIN COIN ON ISLAND	GAIN CARGO + COIN ON ISLAND	GAIN COIN DURING SCORING	LOSE COIN DURING SCORING	

LOCATIONS & BUILDINGS

ISLAND	DIFFERENT ISLANDS	ISLAND WHERE YOU HAVE NO CUBES	HARBOR	SHIP	OUTPOST	FORT	GARRISON

OTHER

BASIC SHIP UPGRADE	ADVANCED SHIP UPGRADE	PRODUCE	REPAIR DAMAGE	DAMAGE	ATTACK FLAG	DRAW BONUS	DEFENSE CUBE	EXPLODING CUBE
PLACE INFLUENCE CUBE	PERMANENT INFLUENCE CUBE	GAIN SAIL	GAIN WHEEL	ROW 1	ROW 2	ROW 3	ROW 4	BATTLE STRENGTH
CARGO + COIN HOLD CAPACITY	ADVANCEMENT TOP/MIDDLE/BOTTOM					TOTAL CANNONS ON CARD	TOTAL WHEELS ON CARD	