

John D Clair



# DEAD RECKONING™

## SALT & THUNDER — • — RULEBOOK

Card  
Crafting  
System

SAGA EXPANSION 2





# COMPONENTS

51 Cards

(some in the hidden content Tuck box)

1 Ocean board

8 Ship Upgrade tiles

1 Card divider

1 Salt & Thunder Encounter Book

5 Envelopes of hidden content

1 Tuck box with hidden content

2 Boxes with hidden content

1 Rulesheet

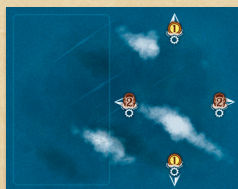
## WHAT IS A SAGA?

Sagas are expansion sets to the **Dead Reckoning™** game that let you explore new regions and discover new tales over the course of multiple games. Incorporating a Saga expansion means you will be adding some additional Advancements or Encounters to your game the first time you set up, but most of the new content will be discovered during gameplay, organically expanding your game each time you play, through Encounters and player choices. This newly discovered content then becomes part of all future games.

All the rules from **Saga 1 Deep Legends** also apply to Saga 2 Salt & Thunder, so make sure you are familiar with those rules before reading these. This sheet explains rules specific to this expansion and describes the best ways to include Saga 2 depending on your play preference and whether or not Saga 1 is already included in your game.

### NON-SAGA CONTENT

Included in this expansion, but not part of the discoverable saga content, are 2 new types of Ship Upgrade tiles and 1 new open seas Ocean board. These can simply be added to your game right away.



If you have a Ship Upgrade tile with an Attack Flag (🏴‍☠️), then you may use it to make one attack against an opposing Ship each turn so long as you have no Cargo (📦) or Coins (👛) in that hold at the time.

You now have more open sea Ocean boards (that are not player count dependent) than needed for a single game, so during setup you will select the 2 open seas Ocean boards randomly the same way you select the starting island Ocean boards. Shuffle all the open seas Ocean boards that are not specific to player count, and select 2 at random. Like with the selection of islands, don't look at selected or unselected boards.

**Note:** the open sea Ocean board used specifically for 3-player games (3👤) and likewise the one for 2-player games (2👤) should not be included in this random selection and are still included/excluded based on player count.



# ADDING SAGA 2 SALT & THUNDER TO YOUR GAME

Before your first game using **Salt & Thunder**, you'll want to use one of the inclusion options below.

Have you included **Saga 1 Deep Legends** into your game yet and discovered some or all of the content?

✱ **NO, I haven't used any Saga stuff yet:**

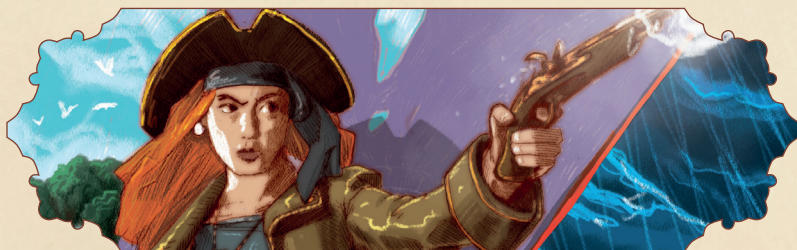
*Choose one...*

- ✱ **Standard:** Play 2 to 4 games with just Saga 1 included. After that, add all the **2.00** cards from Saga 2 to their respective decks.
- ✱ **Mixed:** Complete the setup rules for Saga 1 by adding all the **1.00** cards to their respective decks. Then also add 5 randomly selected **2.00** (Saga 2) cards to their respective decks. Before your next game add 5 more randomly selected **2.00** cards. Before your 3<sup>rd</sup> game add the final 4 **2.00** cards.
- ✱ **Lots of Saga!** Simply add all **1.00** and **2.00** cards to their respective decks.

✱ **YES, I have been playing with Saga 1 content for at least 1 game:**

*Choose one...*

- ✱ **Standard:** Add 5 randomly selected **2.00** cards to their respective decks. Also, for each "Eliminated" Saga 1 card add another **2.00** card and shuffle it into its Row deck. At the start of your next game, add 5 more **2.00** cards, etc.
- ✱ **Lots of Saga!** Simply add all **2.00** cards to their respective decks.



\* **Note:** You cannot add Saga 2 content to your game without Saga 1 content.





# GAME PLAY – NEW RULES

## ADDITIONAL SHIPS



It is possible to discover and acquire 1 or more additional Ships.

If you gain an additional Ship, it will be represented by a new Ship token on the board, it will have a card that represents its Ship board, and it will have an Advancement that gets sleeved into your deck. This new Ship may have a different maximum movement, have some abilities in its hull spaces, and, in general, have different stats than your starting Ship. If it has an ability in 1 of its hull spaces, it works the same as other hull spaces; so long as there are no /  in that hold, then you get that ability.

On your turn, if you have multiple Ships, you choose 1 to be your active Ship for the turn and use that Ship as normal on your turn. When you play the Advancement/effect associated with 1 of your additional Ships, you may use that Ship **AND** another Ship in the same turn.





In general, having multiple Ships works much as you would expect it to, but some specific clarification rules are needed...

- \* The new Ship uses up one of your cubes on its Sail track, as normal. This cube cannot be used for anything else.
- \* Whatever the maximum value is on the new Ship's Sails track, that is the most Sails (🚢) the Ship can use on a turn.
- \* Any sails from a Ship must be used for **THAT** Ship. Sails from cards or other sources can be assigned to any of the active Ships.
- \* Cannons (🔫) and Battle abilities on a Ship can only be used for battles **THAT** Ship is involved in.
- \* Cannons and Battle abilities from cards can only be used for one of the 2 Ships, not all.
- \* If 2 or more of your Ships are in the same space, they may all contribute their cannons and Battle abilities to battles you fight there, and 🟡 & 🟠 gained from the battle may be put on any Ship. Damage (🔥) may be assigned to any Ship, controlling player's choice. However, all the 🔥 must be assigned to only 1 Ship (even if that would be more than enough 🔥 to sink it) and cannot be split between the Ships.
- \* You may only put 1 of your Ships in Pirate mode at the end of your turn, and it may be a Ship that was not active at the start of the turn.
- \* If a card puts 🟡/🟠 directly onto your Ship, you may put it on any of your Ships.
- \* If your alternate Ship sinks, unless it says otherwise on the card, it is removed from the game and you lose everything on it. However, you do not lose anything extra for having your Ship sunk (i.e. you don't lose 5 🟡). The player that sunk the Ship still gains 5 🟡 from the bank or all the 🟡 on the Ship, whichever is greater, and it counts as having sunk a Ship for the **Terror of the Sea Achievement**.
- \* You can repair 🔥 as normal on all your Ships.
- \* Alternate Ships require 5 🔥 to sink like a regular Ship unless stated otherwise.
- \* If your Ships are in the same space on your turn you can rearrange 🟠 and 🟡 between the Ships however you want. You may do this mid-turn even if not all your Ships are active that turn.



# CREDITS

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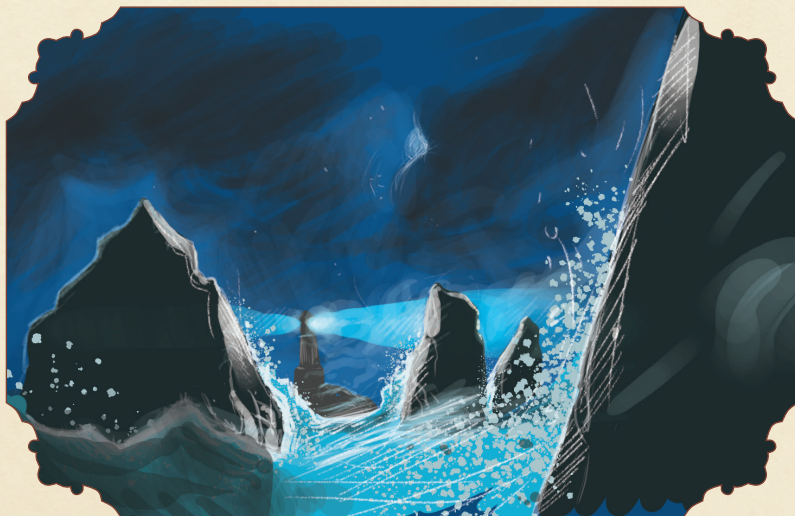
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**WWW.ALDERAC.COM/DEAD-RECKONING**

**WARNING:** CHOKING HAZARD - SMALL PARTS NOT FOR USE BY CHILDREN UNDER 3 YEARS.