

SEA DOGS NOTES

Commander: When you flip, you may move your ship upgrades to different upgrade spaces on the new side. You may also unstack any stacked upgrades and move them to open spaces on the new side as you wish.

Bluejacket: Keep the unused Sailor Ability and Sailor Reference cards that weren't used at the start of the game handy! Be sure to reset the Crew Decks at the end of the game.

Helmsman (L2): The (🏴‍☠️) works like normal. The other effect may only be used once per game.

Master Gunner: You must be able to add 2 damage (🔥) to your ship without sinking it in order to gain 1 Basic Ship Upgrade tile.

Quartermaster: The (🗺️) works like normal. The other effect may only be used once per game. You may look at the other side of Achievement tokens before deciding which to flip.



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12 Sea Dog Illustration cards

1 Rules Sheet

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You must have the base game of Dead Reckoning™, Port of Call expansion, & original Sea Dogs to use the contents of Sea Dogs 3.

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WARNING: Not a toy. Not intended for persons under the age of 14.



INTRODUCTION

This is the 3rd expansion of the “Sea Dogs” module, to be played with the Port of Call expansion. To use it, shuffle these 12 New Sea Dog Illustration cards into your existing Sea Dogs deck. The rules that follow are exactly the same as the original Sea Dogs Expansion.

HOW TO USE SEA DOGS EXPANSIONS

There are two ways to use this module depending on if you are playing regular games or a campaign.

Regular Games: If you are just playing a regular (non-campaign) game, this module can be used by players drafting 4 Sea Dog cards. Before the start of the game (*after players have been given their Ship boards from Port of Call, but before they have chosen a side*), deal each player 4 random Sea Dog cards. Each player chooses 1 of their cards and keeps it and passes the other cards to the player on their left. Repeat this process until each player has 4 cards. These cards are used for this game and removed at the end of the game.

Campaign: At the **END** of each campaign game, randomly deal each player 3 Sea Dog cards, plus a 4th and 5th Sea Dog card to the player who won the game just played. Each player selects 1 of the Sea Dog cards dealt to them and sleeves it onto a card in

their deck matching the sailor type indicated on the selected Sea Dog card.

If a player already has Sea Dog cards or other special Sailor Illustration cards on all the possible options, simply deal them 1 new Sea Dog card at a time until they get one they can sleeve. The remaining cards are added back to the other Sea Dog cards. Once gained, a player will keep their Sea Dog card for the rest of the campaign. This means that by game 6 each player will have 5 Sea Dog cards, and possibly a 6th from Tenacity Bonuses.

Note: If you are not playing a campaign, but you are using Saga content with the same group of players over multiple games, you can still use this method.

ADDING SEA DOG CARDS TO YOUR DECK

Each Sea Dog card lists a card type on it. Remove the basic illustration card from that card in your deck, and replace it with this Sea Dog card. Removed Illustration cards won't be needed and can be left in the box.

If all the matching card types already have a Sea Dog card, you may instead replace ANY basic Illustration card in your deck with the new card. For example, if you have 2 Sea Dog cards for *Captain*, one of them must replace the Illustration card on your Captain and the other may replace any other basic Illustration card.

This Old Salt replaces a Buccaneer



USING SEA DOG CARDS

Sea Dog cards all have a name and an ability. The ability has a level indicated and then a text effect. If that card is at the indicated level or higher, then that text effect becomes an active ability. As long as the Sailor is at a lower-level than required, the ability cannot be used.

A Sea Dog card can never be removed or moved from one card to another unless an ability explicitly says so.

This Commander's ability is available only after reaching Level 3

