

ATTACK



Broadside: Destroy any coin except a captain.



Captain: Destroy any active coin.



Mate: Discard to destroy any active coin. Also enables bomb to be used, and saves cutlass & pistol from being discarded.



Bomb: Discard to destroy both open coins for one ship, but only if you have an active mate.



Cutlass: Discard to destroy any open coin; or keep this coin if you have an active mate.



Cannon: Destroy a fore coin if this coin is open, plus one more fore coin for every extra open cannon (including other ships).



Pistols: Discard to destroy an aft coin; or keep this coin if you have an active mate.

GET COINS BACK



Pillage: Discard to steal any open coin from another ship and make it your aft coin.



Barrel of Grog: Discard to pick any coin from your hold and make it your aft coin.



Buried Treasure: Discard to pick two random coins from your hold and make them your aft coins.



Call to Quarters: Discard to pick a random coin from your hold, then rearrange your deck.

AFFECT ACTIONS & TURNS



Captain's Monkey: Reactively saves itself from destruction; can be undone with treachery.



Treachery: Reactively discard this coin at any time to cancel an action and destroy that coin.



Full Sail: Reactively take the next turn if one of your open coins is destroyed.



Black Spot: Reactively force a ship to lose a turn if they destroy one of your open coins.

EACH SHIP'S TURN HAS 3 PARTS

- 1-(optional) Move fore or aft coin to crow's nest.
- 2-Play an active coin (fore, aft, or crow's nest); OR discard the crow's nest coin; OR call to captain (fore and/or aft coin are moved next to the captain—one to each side or both to the same side—and in any order).
- 3-(optional) Move fore or aft coin to crow's nest.

Discarded & destroyed coins go to the ship's hold. If a ship loses its captain but has active coins, it can keep playing. Last ship with a captain wins!

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Quick reference sheet by Scott McEhring. scottmehring@gmail.com

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