CAPTAINS WAR

THE DUEL

The rules also apply to a 2-player game, with the following exceptions.

- The Attribute track earns 12 RP to the first who completes it, 7 to the second.
- The Boat track earns 15 RP to the first who completes it, 7 to the second.

- 🏹 are not used, but a player cannot attack two turns in a row.

Example: *Alexander attacks Mary on his turn. On his next turn, whether Marie attacked him or not, he will not be able to attack again.*
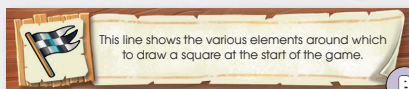
SOLO GAME MODE

This game mode requires calling on a Legendary Captain card that you will find in the deck of cards included in this box. In order to use such a card, you need to go adventuring and open it. However, the other rules and cards in this box are not compatible with the Solo game mode.

APPLY THE FOLLOWING CHANGES OT THE RULES

- Split each result flag in two (vertical line) in order to write the player's score on the left and the opponent's on the right. **A**

This line shows the various elements around which to draw a square at the start of the game. **B**

Extract from a Legendary Captain card

- Draw squares around the resources and the starting crew of your opponent (indicated on their card). You will use the same game sheet to track your turn and theirs. **B**
  - In the case of 🪙, Resources and Pirates, circle the appropriate elements starting with the first available ones on the left; for your opponent, draw squares around them starting with the first available ones on the right. **C**
    - In the case of acquisitions, fill in the associated flags as usual but draw a square around the image of the acquisition when it is your opponent's. **D**

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- On a track, draw lines across the red circles one way for your opponent ✎ and the other way for yourself ✎. **(E)**
- Fill in the raft's flag, because Solo games begin on that boat. **(F)**
- Then draw a square around it, because the Legendary Captain opponent is in the same situation. **(F)**
- If the two of you validate the same 6 RP Command bonus during the same turn, draw a diamond around it in order to count it for both of you.
  When you progress on a track, collect Gold or Resources, or recruit Pirates, circle the appropriate elements starting with the first available ones on the left; for your opponent, draw squares around them starting with the first available ones on the right.
- When the progress on the Boat track provides a boarding bonus, you circle the +1 symbol for yourself and draw a square on the the associated drawing for the Legendary Captain. **(G)**
- In the Boarding chart, if the two of you receive the same modifier, draw a diamond around it. Otherwise, circle yours and draw a diamond around the Legendary Captain's. **(H)**

Example: *you win 2 RP for making this acquisition. Your opponent also benefits from it because you drew a square around the image of that very acquisition.*

No die is set aside in this game mode.
On your turn, when you choose 2 results among the dice, your opponent's two dice are automatically determined by the following table (see example on the following page).

RESULTS		2 Results attributed to the opponent		RECRUITMENT?
🎲 (yellow)	🎲 (blue)	🎲 (red)	🎲 (yellow)	✔
	🎲 (red)	🎲 (blue)	🎲 (black)	✔
	🎲 (black)	🎲 (red)	🎲 (blue)	
🎲 (blue)	🎲 (red)	🎲 (yellow)	🎲 (red)	
	🎲 (blue)	🎲 (red)	🎲 (black)	
🎲 (black)	🎲 (red)	🎲 (yellow)	🎲 (blue)	✔
	🎲 (yellow)	🎲 (blue)	🎲 (black)	✔

Draw 1 **Flag** next to the Resources in order to take into account your opponent's remaining Resources at the end of the game. (Your opponent gains 1 PR per unused Resource) **(I)**

HOW TO PLAY?

Phases 1 (loot) and 2 (command) of the turn are played normally, contrary to phase 3.

You play for your opponent on the same sheet. Keep only the 2 loot dice you've chosen and ignore the 4 others: it will make reading your opponent's loot table easier.

WHAT DOES MY OPPONENT DO?

The table on the back of the cards (see page 3) enables you to determine your opponent's results based on the results you've picked for yourself. Draw squares around the appropriate Resources, 🪙 and Pirates, but cross out (\) the red circles for the Legendary Captain.

If your opponent can make 1 acquisition with the available Resources and/or by purchasing the missing Resources, do so. If you have to choose between 2 acquisitions, make the one that gives the most Reputation points, even if it means spending more Resources or 🪙 .

When the Legendary Captain needs to choose and use 1 Resource to make an acquisition, fill in the one of which there is the most available. If several Resources meet the condition, pick the lowest one in the chest.

If the table says so, your opponent must use 🪙 to recruit the Pirate who has the highest possible Strength.
If your opponent has at least 1 Pirate, roll the 3 🎲.

a. If the dice show 2 identical results, you are subject to a boarding attack.
b. Otherwise, you may launch your own boarding attack against the opponent. If you do not, roll the six dice to begin another turn.
   Whenever your opponent as no more Pirates, add to his crew a Pirate of the same Strength as your weakest one. If you have no more Pirates, the opponent will gain the same one as you do on your next purchase or gain.

Beware! 🗡️ and 🗡️ are 2 different results, whereas 2 🎲 are the same, just like any pair of strictly identical pairs of blue sides.

In this chest, Resources are listed in decreasing order of need for acquisitions. Thus, pearls are highest in demand in order to carry out acquisitions and barrels lowest.
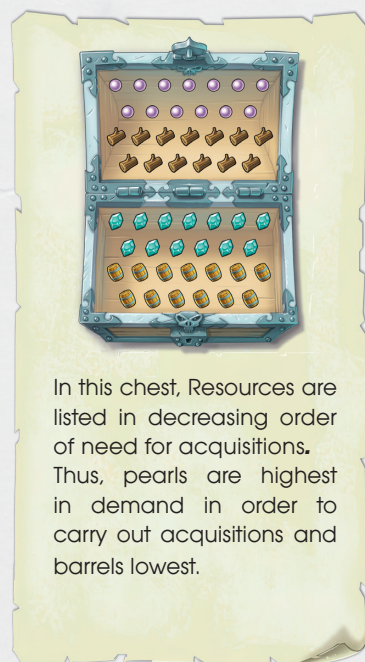
BOARDING BATTLES

In each boarding battle, your opponent can play from 1 to 3 Pirate(s). Choose your own Pirates, then roll the yellow die 3 times for your opponent. Read each result on the table below. With each roll of the yellow die, fill in the opponent's designated Pirate.

Result	Opponent's commited Pirate
🎲1 or 🎲2	Weakest Pirate
🎲3 or 🎲4	0
🎲5 or 🎲6	Strongest Pirate

- *The card that represents the opponent indicates what their gains are for a victorious boarding attack..*
- *Remember to draw a square around the opponent's attack or defense symbol for each boarding battle. Circle that same symbol for yourself.*
- *If the dice roll shows 🎲3 or 🎲4, values 3 times, your opponent attacks you with its weakest Pirate.*

EXAMPLE OF A GAME TURN

*While playing against the Legendary Captain Anne Bony, the dice show the following results:*

During his turn, Alexander chooses and .

RESULTS	2 Results attributed to the opponent		RECRUITMENT?
			✓
			✓
			✓
			✓

a) The table indicates that Anne Bony takes the red die and 1 blue die. In the matter of Resources, Anne checks whether she can get the most frequently used Resource every time (the one that is the most towards the top of the sheet). She already has Pearl so she takes 1 . (If the turn's 3 Resource results had been tied, she would have picked the highest Resource, in this case 1 .)

b) The Legendary Captain Anne Bony has 7 and needs the Resource of her choice to make the second Boat acquisition. She pays 3 , and purchases the lowest Resource in her chest , then fills in the Resources required for this acquisition, then Alexander draws a square around the associated image in order to show she carried out this action.

c) She has 4 left to recruit 1 Pirate, but the chart shows that it is not an option based on the 2 selected dice. Indeed, the Recruitment box is not checked on this line.

d) Alexander rolls 3 Resource dice and gets 2 identical results: he defends against a boarding attack. He chooses the 3 Pirates he wishes to commit, actually sticking to a single Strength 3 Pirate. The Gold Piece die is rolled 3 times: 2 , 4 and 5 . It means the Legendary Captain Anne Bony first commits her weakest Strength 1 troop in the first circle, then no troop in the second circle. Finally, in the last circle, she puts her strongest Strength 5 Pirate. Anne Bony wins this boarding battle because the total Strength of her Pirates is higher than Alexander's. Alexander therefore draws a square around 5 for his phantom opponent as states her card.

Legendary Captains

- You cannot steal 🪙 from a Legendary Captain after a boarding battle. You still circle 5 🪙 for yourself if such is the reward you choose. On the other hand, the Legendary Captain can always steal 🪙 from you if you lose.

- A legendary Captain cannot attack you if it has no Pirates. It can still attack you if you have no Pirates.

- A legendary Captain always picks the acquisition that earns the most points.

- In case of boarding victory, if the Legendary Captain must pick a track, it's always the one where you have the greatest lead. If the Legendary Captain is ahead on both tracks, or tied with you, then progress is made on the boat track.

- If a legendary Captain's progress is blocked on 1 track (because an acquisition is to be made or because the end of the track has been reached), the other track is picked. If progress is blocked on both tracks, nothing happens. Having a single available red circle does not mean that the Legendary Captain is blocked; cross out only one of these circles for the Captain.

- A legendary Captain's priority is always to take the 🎲, followed by a double Resource die, then a single Resource. If one of the results is 🎲 or if the opponent must choose between several Resources, choose the Resource that is highest on the sheet of which the Captain has the lowest number surrounded by a square.

  Examples:
  The Legendary Captain has one Resource: 1 🎲. The 3 dice results for the turn are 🎲, 🎲 and 🎲. You must pick 🎲 and take the highest Resource. As the Captain already has a 🎲, take the next highest resource, 🪵.

  1) The three results of this turn are 🎲, 🎲 and 🎲. Priority to double Resources. You must pick the 🎲 for the Legendary Captain..

  2) The three results of this turn are 🎲, 🎲 and 🎲. The last one Is assigned to the Legendary Captain.

- *If, during a boarding battle, the Legendary Captain gets a result of 3🎲 or 4🎲 times, then the Captain attacks with no more than its weakest Pirate because it is required to commit at least 1 Pirate to the attack.*
- *If you get 3 identical results when rolling the 3 Resource dice, the Legendary Captain does not attack.*

JOKER

Is worth the Resource of your choice.

END OF THE GAME

The game ends when one of the following conditions is met:

- 5 boarding battles have taken place.

- no more 🪙 are available.

- 2 Command bonuses have been gained by the same captain.

- Another end game condition, related to Resources, is also added. As is the case for 🪙, if a player circles their last available Resource of a particular type, the game ends at the end of the turn and of the boarding battle, if there is one.
  Contrary to you, your opponent can use its remaining 🪙 to recruit 1 last Pirate, with as high a Strength as possible, for the Final Battle. The Naval Battle takes place, then you can count the Reputation points.
- Draw a square around the final result of the Attribute track for the Legendary Captain and circle your own final result. If there is a tie, draw a diamond around the 12 RP.

- At the end of the game, write down your opponent's track total beside the flag.

LES CAPITAINES LÉGENDAIRES (MODE SOLO UNIQUEMENT)

This line shows the various elements around which to draw a square at the start of the game.

This line shows the rewards for the winner of a boarding battle. They replace those initially presented in the multiplayer game rules.

Some Legendary Captains have a third line that describe a distinguishing game effect.
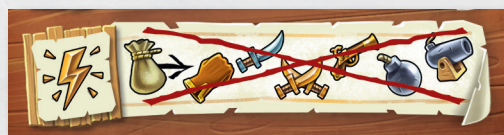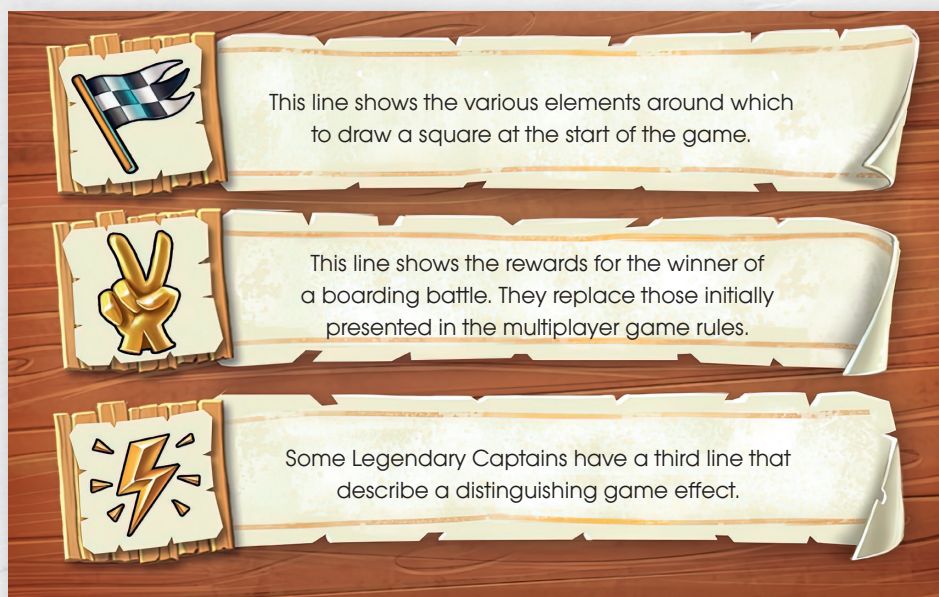
This Legendary Captain never recruits Pirates. Do not take the Recruitment column into account.

This Legendary Captain gains 1 🪙 each time you purchase 1 Resource with your gold.

GAME TURN

A game turn is made of 3 phases in the following order.

1) Loot phase: roll the 6 loot dice 🎲🎲🎲🎲🎲🎲, then choose two results (see other booklet, page 6).

2) Command phase: During this phase, you can buy Resources, carry out 1 acquisition ⚫1x and recruit Pirates with your Gold. (see other booklet, page 6).

3) Legendary Captain's phase: the 2 results chosen above determine your opponent's 2 results. If the Legendary Captain can carry out an action, make it so. Then, if the boarding table says so, have the Captain recruit the Pirate with the highest Strength possible.

4) Boarding phase: roll the 3 blue dice. If the 2 results are strictly identical, the Legendary Captain attacks you. Otherwise, you **can** attack the Captain.

RESULTS	2 Results attributed to the opponent		RECRUITMENT?
			✓
			✓
			✓
			✓