

Pirate Crusades  
Rule Book

# Pirate Crusades

The Card Game



# Pirate Crusades

## The Card Game

Contents:

<b>Short Game</b>	<b>4</b>
Setup	4
Winning	4
Playing	5
Things You Can Do While Docked	5
Gather Crew	
Visit the Magistrate	
Trade for Goods	
Attack the Town	
Disembark	
Things You Can Do While Sailing	6
Look for a Ship	
Head for the Nearest Town	
<b>Combat</b>	<b>6</b>
For a single player	
Between two players	
Fleeing	7
Sunset Deck Card Description	8
<b>Short Game - Standard Poker Deck</b>	<b>9</b>
Alliance or Cargo Type	9
Missions	9
Ships	9
Bonus Ability	10
<b>Long Game</b>	<b>11</b>
Setup	11
Winning	11
Losing	12
How to Gain Reputation	12
How to Lose Reputation	12
How to Gain Riches	12
How to Lose Riches	12
Playing	13
Things You Can Do While Docked	13
If There's a Storm Present	
Gather Crew	
Visit the Magistrate	

Pirate Crusades  
Rule Book

Trade for Goods	
Attack the Town	
Disembark	
Acquire a New Ship	
Buying a Treasure Map	
Flaunting Your Wealth	
Buy a Bigger Ship	
<b>Things You Can Do While Sailing</b>	<b>16</b>
If There's a Storm Present	
Movement	
Attack a Vessel	
Docking at a Port	
Tacking	
<b>End of Round Effect</b>	<b>17</b>
<b>Picking a Random Location</b>	<b>18</b>
<b>Storm Effect</b>	<b>18</b>
<b>Combat</b>	<b>19</b>
For a single player	
Between two players	
<b>Fleeing</b>	<b>20</b>
<b>Blue Sea Deck Card Descriptions</b>	<b>21</b>
Reputation and Riches card	
Captain card	
<b>Sample Layout</b>	<b>22</b>

## Short Game

The short game uses only the Sunset Deck. Rules for playing with only a standard poker deck can be found starting on Page 4.



### Setup

1. Shuffle the deck, including Jokers
2. Deal each player one (1) card face up. This is their ship and allegiance. You may never hold more cards than crew shown here, nor carry more holds of cargo.
3. Deal all but the largest ship(s) one (1) bonus ability face up.
4. Deal each player one (1) card face down. This is their first mission.
5. Deal each player two (2) cards for their hand. These are their available crew.
6. Place the deck face down in the middle of the table. If deck empties, shuffle discards. If discard is also empty, a hurricane sweeps through and discards all players' cargo and half their crew.

### Winning

The first player to complete three (3) missions wins!

It was just a little bar brawl...

Nobody could say who started it all. In this neutral port, where ships of all nations are welcome, captains would often trade barbs over drinks. Tales of heroism or skullduggery were met with cheers and jeers alike. It usually stopped there. This time, however, it got physical. Swords and pistols were drawn by the captains of each of the docked ships, including yours. As they fought and wreaked havoc through the town, the town's garrison arrived and imprisoned everyone involved. Furthermore, for restitution, the treasury and cargo of each ship was seized. As the ship's first officer, it falls to you to free your captain. The magistrate has decreed he will release the prisoners for a price. To raise sufficient funds, you will need to complete three missions. Take heed though, as each of the other crews has the same goal, and would gladly rob you of your success.

## Playing

Starting docked in the neutral port, go clockwise with the youngest player:

## Things You Can Do While Docked

### Gather Crew

Draw a card from the deck into your hand.

JOKER: Can be played any time instead of drawing from the deck

### Visit the Magistrate

Draw a card from the deck and place it face down with your missions. You may only do this if you have no unfinished missions.

Note: Cargo delivery missions require that you obtain the indicated tonnage of the requested type of cargo prior to delivery. You can not deliver cargo to the same town in which you acquired it.

FLAG GALLEON: Draw 2 cards and keep 1

### Trade for Goods

Discard any number of cards from your hand or your ship's holds. The total value discarded is the minimum number of tons of goods purchased. Delivery Missions do not count as Trade.

Draw cards from the deck into your holds until that value is reached (or exceeded).

JOKER: Use as shown, OR all the holds may selectively be filled from the discard pile

### Attack the Town

Win and you may draw cargo cards until your holds are full. This town counts as friendly until you disembark.

### Disembark

Draw a card from the deck. If your allegiances match, your crew is loyal and you may set sail next turn.

Otherwise, the number of crew on the card is the maximum number of hand cards you can set sail with next turn.

JOKER: Draw from the deck into your hand up to your maximum, and set sail this turn!

## Things You Can Do While Sailing

### Look for a Ship

Draw a card from the deck. This is the ship you find. If your allegiances match, the ship is friendly. You may draw a card into your hand.

If they don't match, this is an enemy ship and you must fight. You can choose another player at sea of the same nationality to fight instead.

If the ship is an Ace, you must fight another player at sea.

JOKER: You found the treasure fleet! Draw another card from the deck as fleet escort.

Sinking both ships counts as a completed mission. Nothing else can be plundered here.

### Head for the Nearest Town

Draw a card from the deck. This is the town you find. If your allegiances match, the town is friendly. You may dock.

Otherwise discard a crew card if you attempt to dock. These men desert.

Once docked, you can turn in any missions (such as deliveries) that this town completes.

JOKER: Pirate cove! Choose one of the following:

- a) fill your hand from the deck,
- b) exchange your ship and cargo for one of two drawn ship cards, or
- c) draw one mission and one cargo.

Dock as normal.

## Combat

If for any reason your hand runs out of cards while sailing, you are out of the game.

### For a single player

To attack a ship, you must discard at least one cannon more than the size of your opponent.

To attack a town, you must discard at least one cannon more than five times the size of your opponent.

If you sink a ship, you may acquire that card as plunder for crew, cargo, or a mission.

## Pirate Crusades Rule Book

Your ALLEGIANCE: +1 cannon value

SHIP OF THE LINE: +1 cannon value

Play a JOKER: Another ship arrives to defend this player. Draw a ship from the deck and add its value for the duration of this combat.

### Between two players

Both players simultaneously reveal a card from their hand. The cannon value of the cards is compared. In the case of a tie, both cards are discarded and opponents restart the combat.

Whomever plays the higher value wins, discards their card and takes the loser's card into their hand. As victor, they may take 1 random crew card, or 1 random unfinished mission, or their choice of 1 hold of cargo from the loser as plunder.

Your ALLEGIANCE: +1 cannon value

SHIP OF THE LINE: +1 cannon value

Play a JOKER: Another ship arrives to defend this player. Draw a ship from the deck and add its value for the duration of this combat.

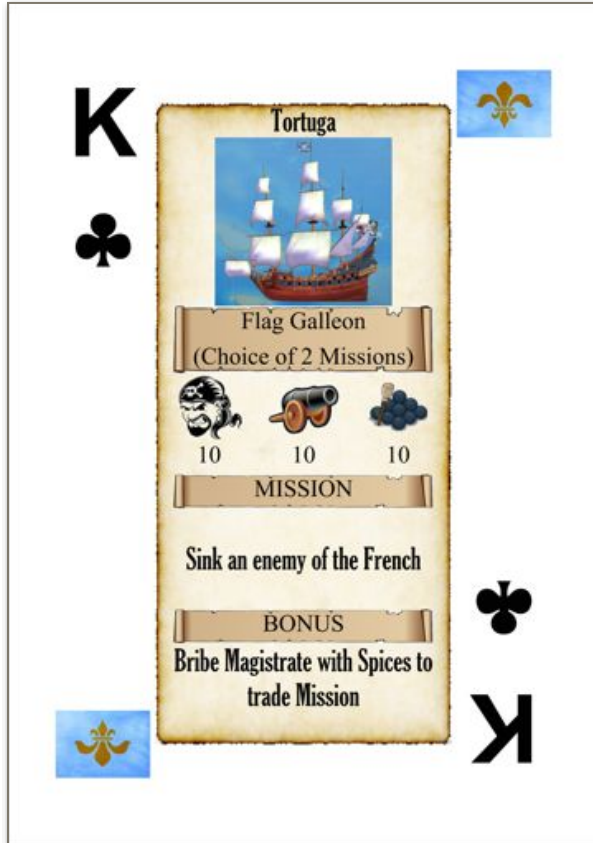
### Fleeing

Add together ship size and tonnage of cargo. The lightest ship may flee. Players may dump cargo.

Non-Player ships carry the tonnage shown.

FAST GALLEON: -1 tons

## Sunset Deck Card Description



### Top Left / Bottom Right

Standard Poker deck markings

### Top Right / Bottom Left

The nation of allegiance

### Middle, Top to Bottom

- The name of the town or port
- A picture of this ship
- The type of ship (plus any bonuses)
- The number of crew, cannon, type of cargo, and tonnage
- A mission from a town magistrate
- A bonus ability that is persistent unless specifically stated that it is single use only.



# Short Game - Standard Poker Deck

This game was initially designed for use with a standard deck of poker cards with the jokers. This is why the Sunset Deck includes regular card markings. All the same rules apply, except you'll have to refer to the following tables to interpret the meanings of different cards.



## Allegiance or Cargo Type

Suit	Allegiance	Cargo Type
Hearts	English	Spices
Diamonds	Spanish	Food
Clubs	French	Ammunition
Spades	Dutch	Cloth
Joker	None	Spices

## Missions

Card	Mission
Ace -> 10	Deliver at least this many of this type of cargo to a neighbouring town of your allegiance
Jack	Take this prisoner to a town of this allegiance
Queen	Conquer the port of an enemy of this allegiance
King	Sink the vessel of an enemy of this allegiance
Joker	Meet any friendly vessel at sea

## Ships

Card	Ship Size	Special Ability
Ace	1	None
2 -> 10	2 -> 10	None
Jack	10	Ship of the Line +1 cannon
Queen	10	Fast Galleon -1 Tonnage
King	10	Flag Galleon Choice of 2 Missions
Joker	10	No Allegiance Friend or Foe is up to the player

Note: There are some minor differences between these tables and the actual game cards. This is just for simplicity. If you are playing with the Sunset Deck, you can ignore these tables.

Pirate Crusades  
Rule Book

## Bonus Ability

Card	Bonus
<b>Ace</b>	Never lose crew when docking
2	Gather crew cards 2 at a time
3	Rigged for Speed -1 Tonnage
4	Tough Crew +1 Cannon
5	(Single Use) +10 Cannon
6	Can hold 1 extra crew card
7	Can draw crew from discard
8	Can draw cargo from discard
9	Can draw nearest ship from discard
10	Can draw nearest port from discard
<b>Jack</b>	Never lose crew when disembarking
<b>Queen</b>	Sell cargo for double value (in Tonnage)
<b>King</b>	Bribe Magistrate with Spices to trade Mission
<b>Joker</b>	(Single Use) Map to Pirate Cove

# Long Game

The Long Game uses both the Sunset and Blue Sea Decks. It cannot be played with standard poker decks.

## Setup

1. Set aside the four (4) corner ports, fifteen (15) captains, and four (4) reputation cards from the Blue Sea deck
2. Shuffle the captains and deal each player one (1) captain and one (1) reputation card. Return remaining captains to the Blue Sea deck
3. Shuffle the Blue Sea deck
4. Arrange a 5x5 grid of face down Blue Sea cards, except for each corner, use a corner port face up
5. Place the Blue Sea deck face down somewhere handy
6. Deal each player a ship of size 3 from the Sunset deck
7. Shuffle the Sunset deck
8. Deal each player two (2) cards for their hand from the Sunset deck. These represent their crew. A player may never hold more crew cards than the size of their ship.
9. Draw a card from the Sunset deck. Place this port at the matching corner. Repeat until each corner has a port. Discard any duplicate nations.
10. Shuffle the Sunset discards (if any) back into the deck and place it face down somewhere handy
11. Each player puts their captain sideways at the available port matching their captain's allegiance, or if you have tokens, flip the token to show the "Docked" side.



## Winning

The first player to achieve an infamous reputation wins the game. Reputation can be tracked on the included tracking cards with paper clips, coins, or any such token.

## **Losing**

Just like the short game, dying at sea loses the game. In addition to running out of crew, certain explicit conditions can also send your character to Davy Jones' Locker.

## **How to Gain Reputation**

- Capturing enemy captains and turning them in at a port not of their allegiance
- Flaunting your riches (6 doubloons on the riches card)
- Conquering the port of an enemy nation
- Forcing an enemy captain to surrender

## **How to Lose Reputation**

- Surrendering to another player
- Trading on your reputation to acquire a new ship (after losing your previous one)

## **How to Gain Riches**

- Completing a mission
- Selling a captured ship
- Selling excess cargo
- Finding Treasure (by following a map)

## **How to Lose Riches**

- Buying cargo
- Buying a Treasure Map
- Upgrading your ship
- Flaunting your wealth to gain reputation

## Playing

Starting docked in your home port, go clockwise with the youngest player. If for any reason you are to divide a card value, or number of cards, round down. e.g. You lose half your hand, but have 5 cards. Since you can't lose 2.5 cards, instead lose just 2.

## Things You Can Do While Docked

While docked, you can perform two actions (or the same action twice), such as doubly gathering crew, or visiting the magistrate and disembarking. Attacking the town requires your whole turn though.

## If There's a Storm Present

There's nothing you can do. Sit tight until it passes.

## Gather Crew

Draw a card from the Sunset deck into your hand.

JOKER: Can be played any time instead of drawing from the deck

## Visit the Magistrate

Draw a card from the Sunset deck and place it face down with your missions. You may only do this if you have no unfinished missions.

Unlike in the short game, delivery missions **INCLUDE** the cargo required. If you have insufficient room in your holds, you must discard or sell the excess cargo.

FLAG GALLEON: Draw 2 cards and keep 1

## Trade for Goods

Discard any number of cards from your ship's holds. The total value discarded is the minimum number of tons of goods purchased. Delivery Missions do not count as Trade.

Additionally, you may spend doubloons from your riches to buy goods. Use the following table to determine the tonnage:

Riches Spent	Tonnage Bought
1 Doubloon	10 Tons
2 Doubloons	50 Tons

## Pirate Crusades Rule Book

Riches Spent	Tonnage Bought
3 Doubloons	100 Tons

Draw cards from the Sunset deck into your holds until the purchased tonnage is reached (or exceeded).

Selling cargo for riches works in the reverse manner. You must discard at least the tonnage required for the appropriate number of Doubloons. You cannot “stack” transactions to earn extra riches. If you only have 20 tons of goods, you can only get 1 Doubloon for the lot. You may hold back the remaining 10 tons, but you’ll have to sell them at a different port.

JOKER: Use as shown, OR all the holds may selectively be filled from the discard pile

### Attack the Town

Win and you earn one (1) reputation. You may also draw cargo cards until your holds are full. Draw cards from the Sunset deck until you find a port of your allegiance to replace this town.

It’s worth noting that the town garrison is always at full capacity, and fortifications double their value. Therefore the attack strength of a town is equal to its size x 10 x 2.

### Disembark

Draw a card from the Sunset deck. If your allegiances match, your crew is loyal and you may set sail next turn.

Otherwise, the number of crew on the card is the maximum number of hand cards you can set sail with next turn.

Turn your captain right side up to indicate sailing.

JOKER: Draw from the deck into your hand up to your maximum, and set sail this turn!

### Acquire a New Ship

If your captain has been taken hostage, and has been deposited at an unfriendly port, you can use your influence to get back into the game. Expend one of your reputation points to convince the local authorities it’s in their best interest to give you a ship. The maximum size of ship you can get is 3 plus whatever reputation you have left. Dig through the Sunset deck discard pile to find such a ship. If there is none available, draw cards from the Sunset deck and take the first ship that meets the criteria.

For example, say you have 5 reputation when you arrive at this port. You spend 1 of those reputation to get a new ship. This leaves you with 4 reputation. The maximum ship size you can

## Pirate Crusades Rule Book

acquire is 3 + 4, which is 7. You dig through the discard pile but find nothing 7 or less. Drawing from the deck you pull an 8, which is too big so discard. The next card is a 5. This is within your maximum so you must take it as your new ship. Beggars can't be choosers!

If you have no reputation to spend, you can exchange all your riches for a ship with a maximum size of your riches / 2 (rounded up). If you have no riches, you're out of the game.

**JOKER:** Your ability to talk your way out of a bad situation is legendary! Either:

- a) Regain your spent reputation point and continue searching for a ship (of new max size), or
- b) Take this JOKER as your new ship

Yes, this works even if you find the JOKER in the discard pile

### Buying a Treasure Map

If you have three Doubloons to spend, and don't already have one, you can buy a Treasure Map. Draw a card face down from the Sunset deck. This is your treasure. You can find out what it is when you recover it.

Using the same Random Location method for placing new storms, determine where your treasure is hidden. Tuck it (always face down) under the Blue Sea location at the random coordinates. Only you know precisely where this treasure is hidden, so only you can claim it.

Once you reach the specified location, you'll have to spend a turn doing nothing else but obtaining the treasure. At this point you can turn over the treasure card. The value of the card is the number of riches contained within. Haul your treasure back to port to add it to your riches.

**Note!** While you are transporting a treasure chest, all captains can and will attempt to take it as plunder. Every non-player captain in your location will attack you to take your loot until you can offload the treasure.

**JOKER:** Cursed Treasure! Nearly all your crew will die from a horrible rotting disease!

Discard all but one crew card from your hand if you choose to take this treasure.

### Flaunting Your Wealth

This is something you can only do while docked in a port. You spend outrageous amounts of coin buying drinks and whores for everyone. Exchange six (6) Doubloons for one (1) reputation point.

### Buy a Bigger Ship

For five (5) Doubloons, you can trade your current ship for one a size larger, if such a ship is available in the Sunset deck discard pile. If you have ten (10) Doubloons available, you can increase by two sizes.

## Things You Can Do While Sailing If There's a Storm Present

There's nothing you can do. Sit tight for it to pass.

### Movement

You may move your captain one (1) space North, South, East, or West. You may not move in a diagonal. An arrow on the Blue Sea card indicates the direction of the wind, and if this location has been previously explored you may continue to move as long as you travel with the wind. Moving against the wind requires **Tacking** (see that section).

If you enter a location with an enemy captain, and his ship is bigger than yours, and you're carrying at least two (2) holds of cargo (including mission cargo), he will attack.

If you move onto an unexplored space, flip the card face up. Regardless of wind direction, this ends your move.

If you have uncovered:

- An island

Draw a port from the Sunset deck and place it beneath the island such that you are able to see the port name, size, and nationality.

- A captain

Draw a ship from the Sunset deck and place it with the captain. This is what they are sailing.

- A captain or storm

Draw another Blue Sea card for this space. Repeat as necessary.

### Attack a Vessel

If there is an enemy captain in your location, you may move in to attack. Draw a card from the Sunset deck. This is the average number of cannons that captain has for this encounter. Multiply it by the ship size to get the total strength. This is the number you will have to beat to win.

At this point you may choose to flee instead of engage. The total tonnage to beat is the two cards added together.

If the enemy prevails, discard the average cannon card.



## Pirate Crusades Rule Book

JOKER: You found the treasure fleet! Draw another card from the Sunset deck as fleet escort, and another average cannon. Sinking both ships earns 1 reputation and 1 riches. Nothing else can be plundered here, but the captain can be taken hostage.

### Docking at a Port

If there is a friendly port in your location, simply turn your captain to indicate being docked.

If the port in your location is unfriendly, discard a crew card to attempt to dock. These men desert.

Once docked, you can discard any missions (such as deliveries) this port completes, and reward yourself with one (1) riches. This is also the time to turn in hostage captains for one (1) reputation point each. Player captains are placed docked at the port. Non-player captains are discarded.

JOKER: Pirate cove! On your first visit, choose one of the following:

- a) fill your hand from the deck,
- b) exchange your ship and cargo for one of two drawn ship cards, or
- c) draw one mission and one cargo.

Dock as normal from now on.

### Tacking

Since a sailing ship can not directly sail against a wind, you must *tack* your route. This means to zig zag across the wind, making very little progress in the desired direction. Draw a card from the Sunset deck. If the nation matches your captain's allegiance, you have successfully tacked against the wind, and may move to the otherwise inaccessible location. Either way, discard the drawn card.

JOKER: Your rigging snaps! Drift with the wind one location (unless that takes you off the map)

### End of Round Effect

At the end of a round, once every player has had a turn, go through each location and move a storm if it exists, or a non-player captain if any are there.

Both move according to the wind direction (if any) shown on face up Blue Sea cards.

Like players, non-player captains cannot move if there is a storm in their location.

# Pirate Crusades Rule Book

If a storm or captain moves off the grid, they are discarded.

If a storm moves into the same location as another storm, the storms are combined into a higher category storm.

If a storm remains in a location with no wind, it lessens in category each turn until it dissipates completely (and is discarded).

If a storm or captain moves into an unexplored location, they remain there until the area is explored (and then follow the wind as normal).

If multiple captains meet, the smaller ship is either attacked by or joins up with the larger ship. Either way, discard the smaller vessel(s) and their captains.

Finally, draw a card from the Blue Sea deck. The following table describes the effect:

Card	Effect
Open Sea	None
Captain	This captain appears at a random location.
Storm	This storm appears at a random location.
Island	The weakest island changes nationality. Draw a Sunset card and replace the weakest port not of that allegiance.

If you empty the Blue Sea deck, shuffle the Blue Sea discards. At this time, reverse the wind direction of any location adjacent to a storm on the map.

## Picking a Random Location

When choosing a random location, draw 2 cards from the Sunset deck. Divide their values in half (rounding down). This is the location coordinate. 1,1 is the Top Left corner. 5,1 is the Top Right.

## Storm Effect

Use the following table to determine the effect a storm has on a location:

Category	Effect
1 (Single card)	Lose a turn until the storm passes
2 (Two cards)	Lose a turn, and half your crew
3 (Three cards)	Lose a turn, half your crew, and all your cargo

# Pirate Crusades Rule Book

Category	Effect
4 (Four cards)	Destroys everything in its path. Ports and Ships are lost if caught in a Category 4 storm.

## Combat

If your hand runs out of cards while sailing, you are adrift and at the mercy of the wind until someone captures you. Note, you cannot drift off the map. You can abandon ship in a location with a port, and lose your ship, unfinished missions, and cargo.

## For a single player

To attack a ship, you must discard at least one cannon more than the total attack strength of your opponent.

For a vessel, the total attack strength is the vessel size x the average cannon available. For example, a ship of size 4 with average cannon of 5 has a total attack strength of 20.

To attack a town, the total attack strength is equal to the town's size x 10 x 2. For example, a town of size 4 has a total attack strength of 80.

If you sink a ship, you take that captain hostage. You may also acquire the average cannon card as crew, unfinished mission, or cargo.

If you manage to more than double your opponent's total attack strength, that captain will surrender. You can seize his/her vessel. You can swap ships. Discard a crew card to sail and sell the extra ship at the nearest port for one (1) riches.

Your ALLEGIANCE: +1 cannon value

SHIP OF THE LINE: +1 cannon value

Play a JOKER: Another ship arrives to defend this player. Draw a ship and average cannon from the deck and add its value for the duration of this combat.

## Between two players

Both players select any number of cards from their hand. Upon seeing the number of cards (but not the values), players may opt to flee the engagement. Otherwise, they both simultaneously reveal their cards. The total cannon value of the cards (plus applicable bonuses) is compared. In the case of a tie, all cards are discarded and opponents restart the combat.

Whomever plays the higher value wins. The victor takes the losing captain hostage, along with any other hostages on board, and any remaining crew, unfinished missions, and cargo. If they more

## Pirate Crusades Rule Book

than doubled the strength of their opponent, the losing captain was forced to surrender. Their ship is then also available, and reputations are affected.

Your ALLEGIANCE: +1 cannon value

SHIP OF THE LINE: +1 cannon value

Play a JOKER: Another ship arrives to defend this player. Draw a ship and average cannon from the deck and add its value for the duration of this combat.

### **Fleeing**

Add together ship size and tonnage of cargo. The lightest ship may flee. Players may dump cargo to lighten their ship.

Non-Player ships carry the tonnage shown on the average cannon card.

If you successfully flee, draw a card from the Sunset deck. It's allegiance designates the direction you've been forced to flee. Move one (1) legal space closer to the corner of the map originally matching this allegiance. Corner islands are the only ones with their own flags, so this is easy to discern. A joker or impossible move (against the wind) means you managed to stay in this location.

FAST GALLEON: -1 tons

## Blue Sea Deck Card Descriptions



### Reputation and Riches card

At the start of the game, each player receives a Reputation and Riches card. This card is used to track the treasure and infamy acquired by the player. Use paper clips, coins, or any such token to mark progress.

Unless otherwise noted, players start with no reputation nor riches. As they play, accomplishments will increase these values, which start from the top and work their way down the card.

Note that riches are NOT a linear increase in value. 1 coin may be 10 Tons of Cargo, but 2 coins equals 50 Tons of Cargo. 100 Tons of Cargo is 3 coins, and equals the value of a Treasure Map.

As your reputation increases, you will acquire the special benefits listed at that level. This only happens the first time you reach that level, and are lost if your reputation drops below

that level. They are:

- Gain a Bonus - Draw a card from the Sunset deck. The bonus ability shown is now yours.
- Upgrade Ship (+1) - By virtue of reputation, your current ship counts as 1 larger than it is.
- Ships just surrender - Enemy captains (including players) of smaller ships automatically surrender to you. However, as this is now part of your reputation, it is no longer increased by doing so.

### Captain card

At the start of the game, each player receives a random Captain card. This is their character, and each captain has a specific flaw. The flaws override any rules otherwise written.

For example, if the captain's flaw says half the crew is cannibalized if caught in a storm, then the player must discard half their crew cards at such an event.



# Pirate Crusades Rule Book

Each captain is also associated with a specific nation. This is the nation with which they have aligned themselves, and will act as friendly when encountering similarly aligned people and places.

## Sample Layout

This is a snapshot of a single player game in progress.

Jacquotte Delahaye started in the french port at the upper left corner, and got a mission to deliver cloth to an English port.

She sailed to Nassau in the bottom right, encountering a Pirate Cove along the way. Since her flaw does not allow her to dock there, she had to sail onwards.

A few other captains and storms appeared during the trip, but she has docked safely and completed her first mission.

The cards along the bottom are (left to right): The Sunset deck, Sunset deck discards, Blue Sea deck, Blue Sea discards, Jacquotte's Reputation and Riches, her ship, her crew (upper) and her cargo (lower).

