

Port

All Players start in the same neutral port

Missions

Things to do while docked

- Gather Crew (Draw a card into Hand)
- Trade for Goods (From Hand or Hold)
- Visit the Magistrate (Draw new mission)
- Attack the Town (Combat x2)
- Disembark (Draw for crew complement)

Things to do while sailing

- Find a ship (Draw from deck)
- Find the nearest port (Draw from deck)

Single Player Combat

- Discard 1+ more cannon than opponent

Player vs Player Combat

- Reveal cannon card. Highest value wins

Fleeing

- Lowest Ship size + Cargo Tons escapes

Turn Missions Face Up When Completed

Complete 3 to Win

Your Ship

Cargo

