



Infamous Seas

THE SEAS BECKON AND GLORY AWAITS. A NAME WILL LIVE ON EVEN
WHILE BONES TURN TO DUST. A PIRATES WORTH IS ONLY MEASURED
IN GOLD. SO RAISE YE SAILS AND RIDE THE WIND TO DISCOVER LOST
TREASURE OR TAKE IT FROM YE ENEMIES THROUGH SMOKE AND
BLOOD.

TO WIN THE GAME YOU MUST BE THE FIRST PLAYER TO
END THEIR TURN WITH 10 PIECES OF GOLD.

ONLY ONE CAN LIVE ON IN INFAMY.

SETUP

1. SHUFFLE ALL OF THE ISLAND AND SUNKEN SHIP CARDS, THEN PLACE THEM FACE DOWN IN A PILE TO THE SIDE OF THE BOARD.



2. PLACE ALL 28 ISLAND TOKENS IN DIFFERENT SQUARES ON THE GAME BOARD.

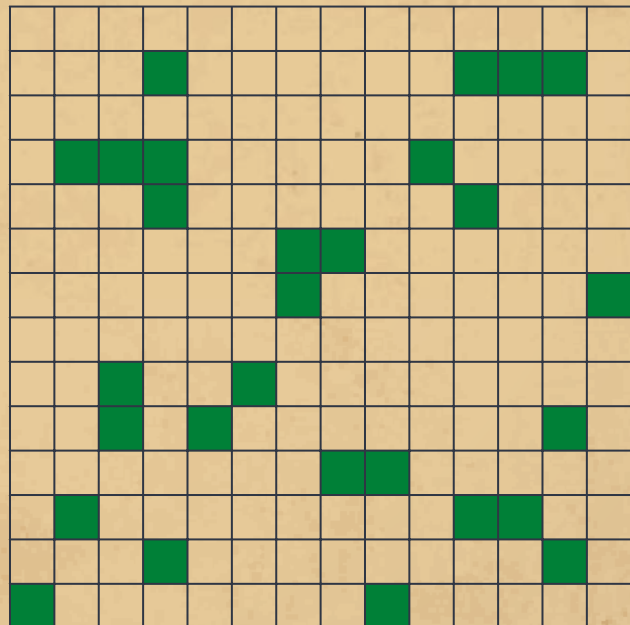
You can place the tokens however you like as long as you follow these rules:

- Only 1 island token can occupy a given square on the board
- At least 1 side of the island token must be connected to an empty square .

FIRST GAME ISLAND SETUP

You may place the 28 island token in any configuration you'd like as long as you follow the above rules. But here is a nicely balanced setup to get you started if you'd like.

** Although it is not a rule, you may want to avoid cutting off any part of the board with your island placements.*



3. EACH PLAYER WILL NOW TAKE 1 PIRATE SHIP, 1 SET OF DICE OF THE MATCHING COLOR, 1 DICE STAND AND 1 SHIP CARD.

**Refer to the components page at the end of this guide for help.*

4. EACH PLAYER IS NOW GIVEN PIECES OF GOLD TO PLACE ON THEIR SHIP CARD.

2 players - 2 pieces of gold each

3-5 players - 3 pieces of gold each

The ship card has two rows, one for sails and the other for cannons. You may place the gold in either row or split it between the two. When placing gold into a row you must start from the left most circle and fill in each proceeding circle leaving no gaps.



✗ You cannot place coins by skipping a circle, a row must be filled in from left to right.



✓ It is ok to split your coins between the two rows. It is your choice to put the next coin in which row.

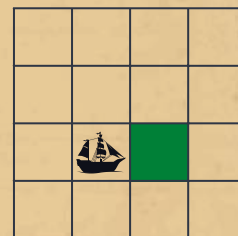
5. EACH PLAYER WILL NOW ROLL THEIR SIX SIDED DICE TO DETERMINE WHO GOES FIRST.

The highest roll will go first. If there is a tying high roll then all players involved in the tie will roll again until the tie is resolved.

6. **STARTING WITH THE FIRST PLAYER, EACH PLAYER WILL SPIN THE SPINNER TWICE TO DETERMINE WHERE THEIR SHIP SHOULD BE PLACED ON THE BOARD.**

The number on the first spin indicates the column on the board (silver number) and the number on the second spin indicates the row (gold number). If there is something already occupying that square on the board spin 1 of the spinners again to determine a direction and move the ship from its original square the direction as indicated on the board until the first empty square.

When this ship was to be placed there was already an island token occupying that square. So a spinner was spun again and West was indicated, so the ship was moved West as indicated by the compass on the board until an empty square was found. If there are no empty squares in the indicated direction then re-spin until a useable direction is selected .



7. **ONCE ALL PLAYER SHIPS ARE PLACED ON THE BOARD, YOU WILL NOW PLACE 4 NAVY AND 2 MERCHANT SHIPS ON THE BOARD FOLLOWING THE SAME PLACEMENT RULES AS PLAYER SHIPS.**

It doesn't matter what type of ship is placed on the board, they all follow the same placement rules as described in placing a players ship above. When placing Merchant ships, put 1 piece of gold under the ship.

8. **PLACE ALL OF THE FLAGS AND ADDITIONAL COINS INTO SEPERATE PILES NEAR THE BOARD.**

GAMEPLAY

Gameplay begins with the first player's turn. During a player's turn they can choose to play any cards they have in their hold (more on this later) and they may take as many actions as they have available. A player will start out with 2 actions on their turn. If all of a player's actions are not taken during their turn the actions not taken do not roll over to the player's next turn. A player will always start their turn with only 2 actions unless an in-game effect specifies otherwise.

Action options include:

- Combat
- Movement
- Looting
- Gamble

A player can perform an option multiple times on their turn as long as they have an available action to perform the option.

Example: A player with 2 available actions could choose the movement option twice or they could choose to perform 1 movement and 1 looting. There is no limit to the number of times you can perform an option as long as you have an action available to use.

Once a player has performed all of their actions, all game effects have been resolved and they have chosen to not play anymore cards from their hold (or they have no cards to play) then that player's turn is over and it is now the player to the left's turn.

COMBAT

A player ship may attack another ship on the board as long as the ship being attacked is perpendicular to the attacking ship and it is within **range**.

You cannot attack a ship diagonally, only in straight line.

Range consists of two things:

- Distance
- Line of site

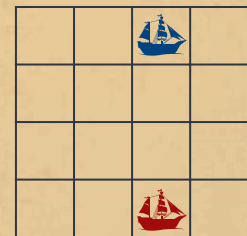
Distance refers to how many squares away the ship being attacked is from the attacking ship. When a player ship is attacking another ship they will roll the sided dice that matches the number under the last piece of gold in the cannons row of their ship card.

If this player chooses to engage in combat with another ship they would be rolling the 10 sided dice since that is the number under the last piece of gold in the cannon row of their ship card.



If the ship being targeted for combat is further away than the number in the cannons row then that ship is considered out of range.

If the Blue ship was engaging in combat with the Red ship then the Red ship is currently 3 squares away from the Blue ship. You never count the square the attacking ship occupies and you always count the square the ship being attacked occupies. This means that the number in the cannons row of the Blue players ship card must be 3 or above for the Red ship to be in range.



Line of site refers to the ability for one ship to "see" and aim their cannons at another ship. As stated before a ship cannot attack another ship diagonally. A ship also cannot attack over or through an obstacle, such as an island or another ship.

Since there is an island between the Blue ship and the Red ship, the Blue ship can no longer engage in combat with the Red ship since it does not have line of site.



If a ship is within distance and has line of site with another ship then those ships are considered within range and may engage in combat.

Combat consists of an attacking ship and a target ship being attacked. The attacking ship will first roll the dice that matches the number under the last piece of gold in the cannons row of their ship card. If the number rolled is less than the number of squares from the target ship then that attack is considered a **miss**.

If the Blue ships rolls the number 2 or less then it's attack is considered a miss since the Red ship is 3 squares away.



If the attacking ship rolls a number higher than the number of squares from the target ship then that attack is considered a **possible hit**. The targeted ship now gets the opportunity to **dodge** the attack. To dodge an attack the targeted ship must roll a higher number than the attacking ship. The dice used to perform this roll will match the number under the last piece of gold in the sails row of the targeted ships card.

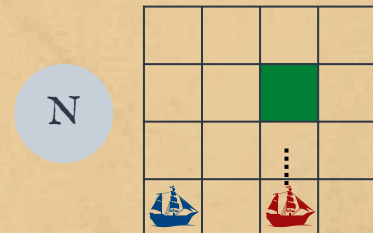
This player will have to dodge by rolling a 6 sided dice since that is the number that matches the last piece of gold in the sails row of their ship card. If the attacker has rolled the number 5 then the only number the targeted ship can roll to dodge would be a 6 since all tying rolls go in favour to the attacker.



Other targets besides player ships have their own rules for which sided dice to roll in different scenarios. See the *Non playable ships section for those rules. If a targeted ship rolls a higher number than the attacker then that attack has missed. If the targeted ship is a player ship then that player may choose to perform an **evasive manoeuvre**. For all other targeted ships they must perform the manoeuvre.

Once a ship begins performing an evasive manoeuvre they must finish it. You cannot cancel the manoeuvre just because the outcome was not desired. To perform the manoeuvre spin the spinner to determine the direction and then move 2 squares in that direction. If you cannot move all 2 squares, move as many as possible until you encounter an obstruction.

The Blue ship has missed the attack and the Red player ship has decided to perform an evasive manoeuvre. The spinner determined the direction was North so the Red ship will move **up to 2 squares** in the North direction. There is an island in the ships path so the Red ship will only move the 1 available square.




If the targeted ship does not roll a higher number than the attacking ship then that attack has been successful. A player is not allowed to play any cards during combat as the attacker or as a target unless the card specifies otherwise.

If a targeted ship is the victim of a successful attack there is now a sequence of events that must occur.


I. THE TARGETED SHIP MUST HAND OVER GOLD TO THE ATTACKER.

If the targeted ship is a player ship then they must hand over 1 gold from their ship card to the attacker. A player still must follow the ship card rules and have no gaps in either their sails or cannons rows.



 You cannot give away a coin that will leave a gap in a row.



 This player's only option was to hand over the coin covering the 8 in the sails row since all other coins would leave a gap.

If the player has no gold left on their ship card then that player does not need to hand over anything to the attacker and they are not out of the game. If the target is anything other than a player ship then it must hand over all of its gold to the attacker.

2. THE TARGETED SHIP IS REMOVED FROM THE BOARD.

Any ship that has been defeated in battle is removed from the board. A player will return their ship to the board **at the beginning of their turn** by using the same placement rules as placing any other ship on the board.

** If a player does not like where their ship is randomly placed and has an action available they can use a Gamble to re-spin one of the spinners. (See rules on the Gamble action below).*

3. RESOLVE 1 SUNKEN SHIP CARD.

Take a card from the top of the sunken ship deck and immediately resolve its effect. If there are no cards left in the deck then reshuffle the cards from the discard pile.

4. GAIN AN ADDITIONAL ACTION.

The attacking player gains 1 additional action to be used during this turn.

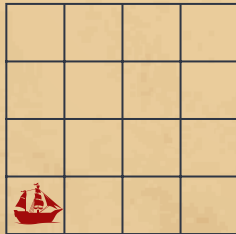
MOVEMENT

A player ship can choose to move as an action. To move a player will roll the dice that matches the number under the last piece of gold in the sails row of their ship card.

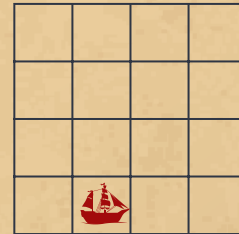
This player would roll the 8 sided dice for their movement.



A ship cannot move diagonally from square to square. They must move perpendicular to the square they are currently on and they do not have to move in a straight line for the entire movement.

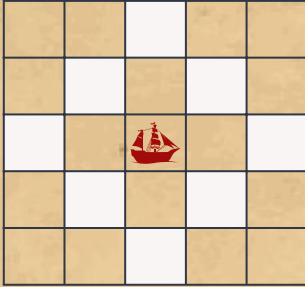


X A ship cannot move diagonally from the square they are currently on.

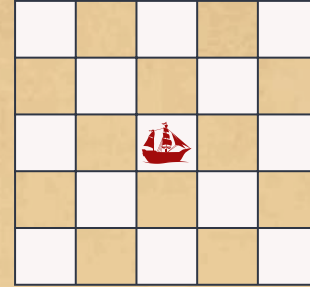


✓ A ship can move perpendicular to the square they are currently on.

A ship **must move the entire number of squares** that was rolled. A ship cannot move back onto a square that it just left from but it can move onto a square that it has already used during its movement.



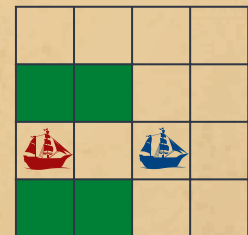
If the Red ship rolled a 2 it could land on any of the squares indicated in white. It could not land back on the square it started from since to do that it would have move onto the square it just left from.



If the Red ship rolled a 4 it could land on any of the squares indicated in white. This includes the square it started from since it can return to this square without moving back onto a square it just left from by moving in a circle.

A ship cannot move over an island or another ship. If there is a situation in which a ship cannot move all of the squares necessary without breaking any of the rules mentioned above then that ship may not move. If this happens that action remains used and is not returned to the player.

The Red ship is in a situation where it could only move if on their roll they roll a 1. Any other number would break one of the above rules. The best way out of this situation would be to successfully attack the Blue ship so it is removed from the board.



LOOTING

A player may choose to loot a **flagless island**. To loot an island the players ship must be on a perpendicular square touching the island. You cannot loot an island from a diagonal square. When looting an island first place a flag onto the island.

The Red ship may loot this island since it occupies a perpendicular square next to the island. The Blue ship cannot loot the island from this position since it is on a diagonal square and the Yellow ship also cannot loot this island from its position because even though it is perpendicular to the island it is not in a square next to it.



If this was the last available island on the board receive 2 gold. Take a card from the island deck, if this card has a black spot in the top right then you can choose to place this card in your hold to be used at a later time. If this card does not have a black spot then it must be used immediately.

This is an example of a card with a black spot, signifying that it can be placed in the hold to be used later. Cards in a players hold can only be used during a players turn unless otherwise specified on the card.



A player can only have 2 cards in their hold at a time. If a player draws a 3rd card with a black spot then they must either play one of their 3 cards immediately or discard one of them.

GAMBLE

Whenever a spinner is spun during a players turn, that player may choose to use an action to "Gamble". This allows a player to re-spin a **single** spinner.

NON PLAYABLE SHIPS

A non playable ship is any ship on the board that doesn't belong to a player. In the base version of the game there are 2 types of these ships, **Merchant** ships and **Navy** ships. Since these ships do not have an associated ship card, the way they carry gold, and roll for sails and cannons is different to player ships.

When a non playable ship receives gold that gold is placed under that ship on the board. If a non playable ship is sunk from an attack, that ship is removed from the board and all of the gold underneath it is given to the player who successfully attacked. Anytime a non playable ship must roll, the player who is on the left of the current active player will perform the roll.

For **every gold piece** under a non playable ship add a **+1 to their roll**.

MERCHANT

Sails: 10

Cannons: 0

A Merchant ship is always carrying 1 gold when placed on the board unless otherwise specified by an in game card or effect. Since a Merchant ship has no cannons onboard their ship they cannot attack.

NAVY

Sails: 8

Cannons: 10

A Navy ship is placed on the board with no gold unless otherwise specified by an in game card or effect.

A Navy ship will perform combat on a player ship in 3 scenarios. When one of these scenarios is triggered the Navy will immediately attack in the middle of any player's turn. This does not mean that the current players turn is over unless this attack results in the current players ship becoming sunk. In that scenario the current players turn is immediately over and the turn passes on to the player on the left as usual.

For a Navy ship to attack it must follow the same combat rules as players, meaning that it must have line of site for an attack to proceed. If a Navy ship successfully sinks a players ship, that Navy ship will receive 1 gold from the player which is placed under the ship. A Navy ship can have multiple gold pieces underneath it.

I. ATTEMPTING TO LOOT AN ISLAND WITHIN 3 SQUARES OF A NAVY SHIP.

If a player ship attempts to loots an island within 3 squares of a Navy ship that has line of site, that Navy ship will attack the player ship immediately. If the Navy ships attack is unsuccessful then the player can complete the looting of the island and take an island card as long as their ship is still next to it. If the Navy's ship attack was successful then the island has not been looted. (Do not place any flag)

If the Red ship loots this island then the White Navy ship will immediately attack after the resolution of the island card drawn this turn because the Red ship was within 3 squares when looting and the Navy ship has line of site.



2. **A PLAYER SHIP'S MOVEMENT ENDS AND THAT SHIP IS NOW WITHIN 3 SQUARES OF A NAVY SHIP**

At the end of any movement of a player's ship, if the moving ship is now within 3 squares of a Navy ship and that Navy ship has line of sight then that Navy ship will attack. If a game effect has moved multiple player ships within 3 squares of a Navy ship with line of sight then the Navy ship(s) will attack the players, starting with the current active player and moving to the left once all of the attacks on the player has been resolved. If the player triggers an additional set of attacks during this phase, such as performing an evasive manoeuvre that triggers this scenario again, then all of those attacks must be resolved before moving on to the next player.

3. **A NAVY SHIP'S MOVEMENT ENDS AND THAT SHIP IS NOW WITHIN 3 SQUARES OF A PLAYER SHIP**

At the end of any movement of a Navy ship, if the moving ship is now within 3 squares of a player's ship and that Navy ship has line of sight then that Navy ship will attack. If a Navy ship has moved and now multiple player ships are within 3 squares of that Navy ship then that ship will attack all of those players, starting with the current active player and moving to the left once all of the attacks on the player has been resolved. If the player triggers an additional set of attacks during this phase, such as performing an evasive manoeuvre that triggers scenario 2, then all of those attacks must be resolved before moving on to the next player.

** Placing a ship on the board does not count as a "movement".*