



THE
EVERRAIN
WIP RULEBOOK

This rulebook is a **WORK IN PROGRESS and should be treated as such. The final rulebook is subject to change.**

Game contents

The Everrain contains:

- 4 Player ship miniatures
- 4 Enemy ship miniatures
- 12 Basic crew miniatures
- 8 Special crew miniatures
- 17 Enemy miniatures
- 1 Avatar of the Old One miniature
- 1 game board
- 4 player ship dashboards
- 4 Enemy ship dashboards
- 20 game tiles
- 15 custom engraved dice
- 130 cards
- 200+ tokens

Introduction

“There is a great evil coming. It will arrive and unmake the world, whether we choose to believe in its existence or not. Perhaps I am too late, and my discoveries only burden me with a knowledge of the inevitable....yet I cannot succumb to such invasive notions! Action must be taken, or a watery grave will be the shared fate of us all.”

The Everrain is a cooperative story driven exploration game 1-4 players. The world is drowning beneath an endless deluge of rain as an ancient deity awakens to remake the world in its image, and players must head out into this dark and foreboding seascape to discover the source of the Everrain and prevent it from unmaking the world.

Players must work together to advance the player track around the board by finding ancient relics, exploring the map and launching expeditions ashore. But the enemy is also on this track, and should they advance quicker than the player then the game will become harder as the Old One stirs from it's slumber.

Component breakdown

Game board – The stage where your campaign will be set, the game board is where players sail around the map.

Game tiles – Game tiles are used to represent the procedurally generating world of the Everrain.

Player Ship dashboards – Each player is in charge of their own ship, and these dashboard are used to track everything relating to your ship, from upgrades and Treasure to Crew members.

Room tokens – Room can be constructed below deck on each player's ship, and these tokens explain the function of each room.

Weapon tokens – Ships can be armed with a variety of weapons and come in 2 varieties; Port/Starboard and Bow/Stern.

Crew tokens – When Crew are hired, these tokens are used to track their Health/Strain and keep track of their stats.

Trait tokens – Each Crew member is dealt randomly a number of Trait tokens when they are drawn, this represents their individual personalities are split into 2 categories; Positive and Negative.

Order tokens – Order tokens are used to issue orders to your crew and come in Crew, Movement and Attack varieties.

Explored tokens – These tokens are placed over Islands and Shipwrecks once a player has visited them. Places with Explored tokens cannot be revisited until the token has been removed.

Enemy Ship dashboards – Enemy ship dashboards are used when players wish to board enemy ships.

Enemy tokens – These tokens detail an enemy's statistics and special abilities.

Port tile – Used when visiting Port spaces, the Port tile details all the places that can be visited whilst at Port.

Sea Event cards – The seas of the Everrain are ever treacherous, and the Sea Event cards tell the stories of your tests and challenges whilst sailing the waves.

Island Exploration cards – Islands can hold a great many treasures, but their rewards are as myriad as their dangers. The Island Exploration cards set out the narratives whilst exploring Island spaces.

Influence cards – As the agents of the Old One progress in their nefarious plots, Influence cards are dealt to represent the Old One awakening and apply negative effects to the whole game.

Treasure cards – Many a wondrous trinket can be found, used and sold on your adventures. Treasure cards are split into 4 categories; Trinkets, Relics, Commodities and Shanties.

Trait reference card – A list of all Traits and their effects.

Attack dice – When Crew attack or the ship's weapons are fired, Attack dice are rolled to determine the outcome.

Evasion dice – Evasion dice are rolled if Crew or ships attempt to dodge an enemy's assault.

Enemy dice – Enemy dice represent the enemy's attacks, and are rolled when entering combat with enemies on deck or ships at sea.

Coin tokens – Currency is an important part of your journey; crew will not work without payment and many services require coin to solicit. These tokens represent that currency.

Player and Enemy Track tokens – These are used to keep track of both the players and enemy’s progression in fulfilling their goals.

Loyalty token - A crew’s loyalty is strong, so long as their motivations are sated. This token is used on each Ship’s Loyalty track.

The Basics – Playing the game

Setup

1. Sort the pieces – Separate all tokens and markers, and place them into separate piles. Shuffle together all Deckhand Crew tokens and place them in a pile face down. Separate the Trait tokens into Positive and Negative tokens.
2. Shuffle the decks & setup the board – Sort all card decks by their type and shuffle the Influence deck. Separate the Sea Event & Island Exploration cards by their Chapter number, and shuffle the Chapter 1 cards. Layout the game board and place the Influence, Sea Event and Island Exploration decks in the appropriate place on the game board, and place the Treasure deck on the Port tile in the Marketplace. Place the Player and Enemy Track tokens on the starting space on the Discovery Track. Sort the game tiles into piles by the number on their back and shuffle each pile respectively.
3. Claim your dashboards and assign crew – Each player should select a Ship dashboard. Deal 2 Deckhand Crew tokens at random, collect the respective miniatures and place the minis Below Deck. Place all Cabin and Ship’s Boat room tokens into a pile face down and deal 1 to each player at random.
4. Deal Trait tokens – Each Crew member should be dealt 1 Positive and 1 Negative Trait token at random. These are placed on their token immediately. The first player should be given the Trait Reference card.
5. Assign Orders and award gold – Each player is now given 4 Crew Order tokens, 2 Movement Order tokens and 2 Attack Order tokens, to be placed in the Fresh Order area. Each player is given 2x 20 gold and 1x 10 gold tokens.
6. Lay aloft and loose all sail! – You’re now ready to begin. Place the top game tile from the pile marked “1” and place the first player’s ship on any Calm Sea’s space, facing in a direction of your choice.

Winning and losing

The Everrain is a fully cooperative game, with all players faced with the same task. The players ultimate goal is to prevent the Avatar of the Old One from waking and bringing about the end of the world, which is achieved by finding clues, solving mysteries and exploring the world to discover the mysteries of the Everrain. Players win or lose the game together.

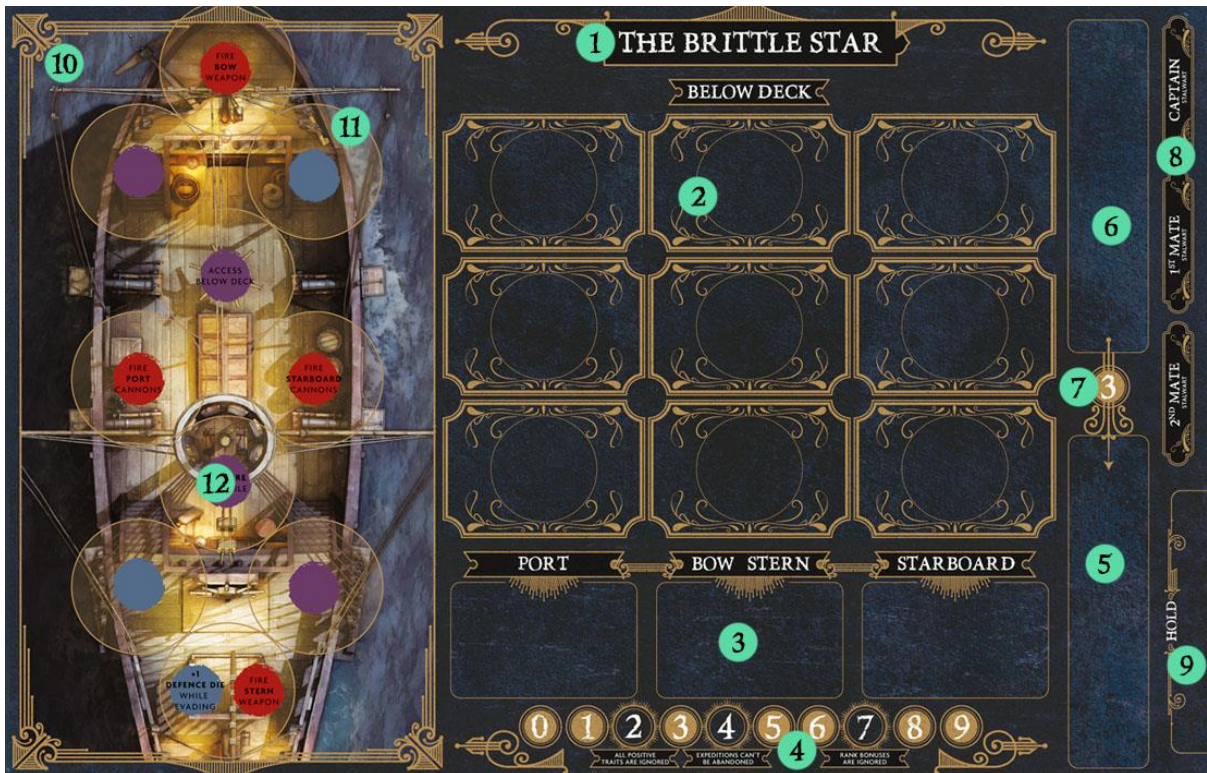
Narration & Storytelling

The Everrain is a narrative driven adventure, with each play through having the potential to differ greatly from the last. **The game is split into 4 Chapters**, each with their own specific set of game elements that are only revealed during the course of that chapter.

To aid in the storytelling, the person to the left of the player taking their turn should always act as their narrator. Whenever a player is prompted to draw Island Exploration or Sea Event cards, their narrator should draw these cards, read the top part of the card aloud and any ultimatums that must be made, but NOT read the outcome of their choices.

Ship dashboards

A ship dashboard is the hub of each player’s Everrain adventure, and contains all of the information needed to set sail upon the dark waves:



1. Ship name - Name of the player’s ship.
2. Below deck – Room tokens are placed here when constructed.
3. Weapon slots – Weapons purchased or found are placed here.
4. Loyalty track – This is used to track the loyalty of your Crew.
5. Fresh Orders – Order tokens that have not yet been spent are placed here.
6. Exhausted Orders – When Order tokens are spent, they are moved into this area.
7. Order refresh rate – This is how many Order tokens can be recovered at the beginning of a player’s turn.
8. Crew area – This is where Crew tokens are placed
9. Hold – Treasure cards are placed here
10. Above deck – This is where Crew spend most of their time, and man various nodes to make the ship function
11. Zones – The outer yellow circle represents the parameters of each zone.

- Nodes – Nodes are coloured to represent their function. There are 3 kinds; red (attack), blue (movement) and purple (general). Some nodes also have requirements written, meaning that node must be manned to perform that action.

Orders

Order tokens are spent to activate Crew and operate the ship, and come in 4 varieties:

Crew Orders (orange) – Spending a Crew Order allows a member of your crew to take up to 2 movement actions

Movement Orders (blue) – Issuing a Movement Order allows you to generate up to 2 movement actions per Crew Member present on an individual blue node.

Attack Orders (red) – You may issue Attack Orders to have a Crew member engage in combat, or fire one of the ship’s weapons if at least 1 Crew member is present on the relevant red node.

Diplomacy Orders (green) – Diplomacy Orders can be used re roll failed dice results. These are the hardest Orders to come by.



Crew

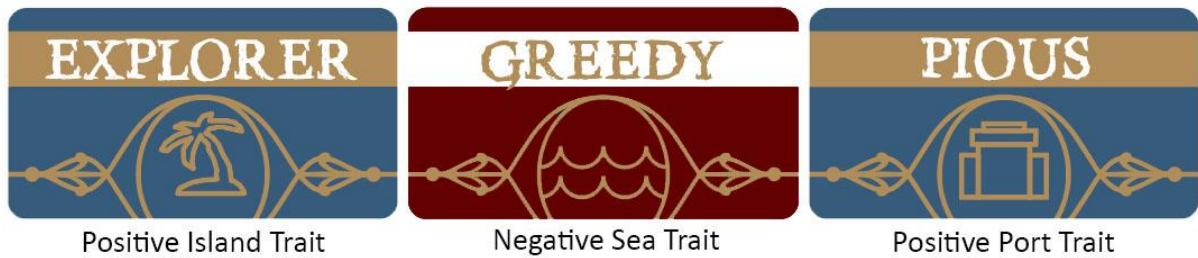
Each Crew member is represent by 2 components; a Crew token and a miniature.



- Name – The name of the Crew member
- Combat dice – How many dice they may roll during when making combat actions
- Health/Strain track – When damage is taken, pegs are placed in the left side, and whenever Strain is suffered they are placed in the right. If the track ever fills, the Crew member dies!
- Stats – Each Crew member has unique values for the 5 stats; Strength, Resolve, Intelligence, Dexterity and Luck. These are tested when exploring islands and in events.
- Trait slots – Positive and Negative Trait tokens are placed here.
- Take cost – This is how much the Crew will demand when you earn gold.

Traits

Trait tokens represent the individual personalities of your Crew, and apply restrictions and bonuses to their behaviours. There are Positive and Negative trait tokens, which are further divided into 3 sub categories; Ship, Island and Port Traits. Each Quirk is only applicable in one of these 3 places, and the symbols act as a quick reference to determine whether these Traits affect your current course of action. The individual effects of each Trait are listed on the Trait reference card.







Both Positive and Negative Traits are not set in stone, new ones can be acquired from Events, or by visiting certain places in Port.




Dice

There are 3 distinct kind of dice in the Everrain; Attack, Evasion and Enemy.

Attack dice – Are used by the player when initiating combat with Crew, or when operating one of the ship's weapons.

-  - Deal 1 damage to target
-  - Deal 2 damage to target enemy
-  - For the cost of 1 of any unused Order token, these symbols can be turned into a usable Attack result
-  - These results are misses and cannot be used

Evasion dice – Are used by the player when attempting to evade an enemy's attacks.

-  - Evade 1 attack result on an Enemy die
-  - For the cost of 1 of any unused Order token, these symbols can be turned into a usable Evade result.
-  - These results are misses and cannot be used

Enemy dice – Are rolled when an enemy agent attacks a crew member, or when an enemy ship attacks the player's ship.



- Allows the enemy to move 1 zone.



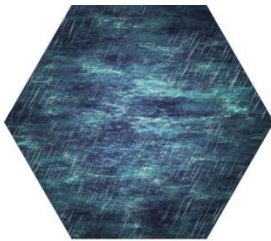
- Deals 1 damage to target Crew in the enemies zone
OR fire the enemy ship's weapon



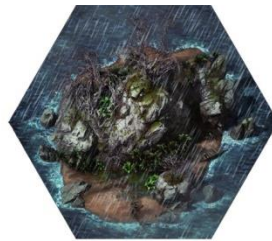
- Triggers the enemy's special ability.

Map spaces

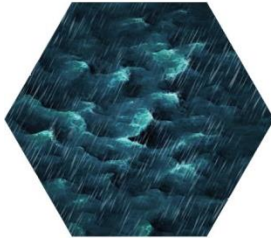
The world of the Everrain has many interesting places to explore, frequent and traverse:



Calm seas - If at least 1 Crew is manning a blue node, Calm seas can be traversed.



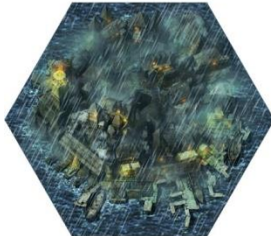
Islands - Using the Ship's Boat, players can visit Islands to search for clues, treasure and more.



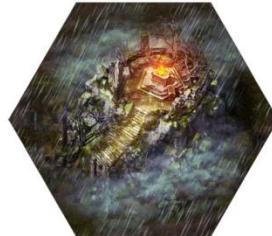
Rough seas - If at least 2 Crew are manning blue nodes, Rough seas can be traversed.



Storms - Able to move around the map, Strain suffered by Crew is doubled if in tile with a Storm.



Ports - Visiting these spaces allows players to access the Port tile.



Altars - Found only in later chapters, Altars advance the Discovery track by 4 the first time they are visited, but are always well guarded!



Shipwrecks - Should a player visit these sites, they may draw 1 Treasure card.

Movement & line of sight

Above deck movement

Crew and enemies may move between the zones on the Above Deck area of the Ship Dashboard that are adjacent to each other. A zone is defined as the circular area around the colours node, and the edges of the circles that define a zone must be in contact with one another for them to be considered adjacent.

Above deck line of sight

Line of sight follows these same rules and attacks in the Everrain either target the attacker's current zones, adjacent zones or areas specified by the attack.



Ship movement

Moving player ships in the Everrain is done by issuing Movement Orders. Each Movement Order generates 2 movement actions.

Moving Enemy ships is done by rolling Enemy dice. The number of dice rolled is specified on the Enemy Ship token

Ship line of sight

Line of sight for ships is relevant when trying to attack another ship. Ships should be able to trace a straight line between one another to determine line of sight and all spaces that do not contain Calm or Rough Seas interrupt line of sight.

Island Exploration & Sea Event cards

The Island Exploration & Sea Event cards are one of the main narrative mechanics in the Everrain. Both cards function in similar manners, but are triggered in different ways.



1. Narrative – A small paragraph that sets the scene
2. Card type – Cards have 2 types; Choices & Tests
3. Chapter – Indicates which one of the 4 Chapters the card belongs to
4. Card number – Each card is numbered for reference
5. Resolution text – Here describes the challenge set, along with the outcomes

Sea Events

Each time that a player ends their turn at Sea, they should draw a Sea Event card and resolve it immediately. Sea Events are not drawn if a player ends their turn on a **Port, Island or Altar** space.

Island Explorations

When a Player lands their ship on an Island space, they may explore it by sending Crew ashore using the Ship's Boat. This is called an Expedition. Initially just 2 Crew can be sent, but this can be increased by building additional rooms Below Deck. After deciding how many Crew should be sent on the Expedition, the top card should be drawn by the player's narrator and read aloud. Island Exploration cards come in 2 variations; Tests and Choices:

- Tests ask the player to test one of the Crew's 5 stats, which is done by rolling a D10. Scoring **equal to or less than** the Crew's stat results in a success. Once the test is done, the narrator reads the result and it is resolved immediately. The Crew member with the highest number of the stat being tested is the one who is taking the test, making it beneficial to send multiple crew on expeditions
- Choices ask the player to make often difficult decisions. These choices are rarely easy, and players should consider the consequences of their actions before deciding.

Abandoning an Expedition

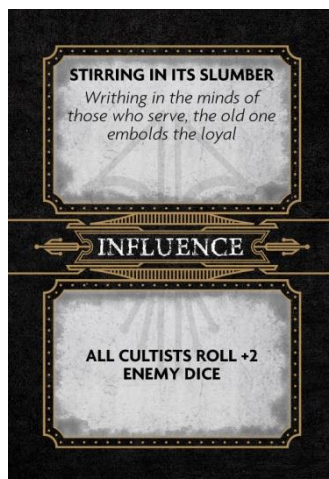
Test cards can be abandoned, if the player is unsure that their chances are favourable. Abandoning Expeditions has no cost, though any Orders issued to mount the Expedition are still considered spent, and the card is discarded. Choices cannot be abandoned.

Building future decks

The decks in Chapters 2, 3 and 4 change each time you play the Everrain, and are added to by Chapter 1's decks. Card throughout all chapters will sometimes prompt the player to add a particular card to a future Chapter's deck, this should be done without looking at the card. Each Chapter's decks should be shuffled at the beginning of the Chapter.

Influence cards

Influence cards are dealt when the Enemy manages to advance to key points on the Discovery track. Once an Influence card has come into play, it cannot be removed and its affects apply throughout the rest of your game.



Treasure cards

Treasure cards can be found and purchased in a variety of ways in the Everrain, and come in 4 varieties; Commodities, Shanties, Trinkets and Relics. All Treasure cards can be sold for their value as shown on the card, though many have a second use that can prove more useful. Using the secondary ability of a Treasure card has no cost, all cards are single use and they are discarded immediately once used.

1. Commodities – Common items such as food and resources, commodities have no secondary use and are just good for a few coin.
2. Shanties – Not able to fetch the highest of material prices, Shanties real worth is when they are sung to boost the crew's spirits.
3. Trinkets – Ornate treasures and beautiful jewellery, Trinkets fetch a high price and can often be used to buy a crew's loyalty.
4. Relics – Fragments of a mostly lost history of the Old Ones, Relics can be exchanged at Universities to advance the Discovery track



Rooms and Weapons

Each player begins the game with basic Room and Weapon tokens printed on their dashboard, but are able to construct new Rooms and Weapons by visiting Port or discovering them through Events.

Room tokens

Rooms function in one of 2 ways; they either apply a passive effect to the Ship, or they require a Crew member present to activate its effect.



Weapon tokens

Weapon tokens can be purchased as upgrades to your ship's arsenal



1. Name – Name of the weapon
2. Location – Where the weapon can be installed, either Port/Starboard or Bow/Stern
3. Special ability – The weapon's special ability, triggered by rolling "2 damage" symbols.
4. Ship – The ship's orientation in relation to the target zones
5. Targetable zones – All the zones that can be targeted by the weapon, along with how Attack many dice are rolled when attacking.

Visiting Port

Players may visit Port by landing on a space containing one. To send Crew to Port, a player must simply move them to any available space on the Port tile. Spaces on the tile are represented by circles matching the base size of the Crew miniatures, and a single space may only house 1 Crew member. Whilst in Port, they may visit the following places:

- Shipwright – Here Ship nodes can be repaired, and new Room and Weapon tokens can be purchased.
- Marketplace – Any Treasure in the ship’s Hold can be sold here, and Treasures can be bought.
- Chapel – Crew can be sent here to try to remove or change both their Negative and Positive Traits.
- Apothecary – Crew can be sent here to Recover their Health
- Inn – The Inn is the most bustling part of any port. Crew can be sent here to recover Strain, and new Crew can be hired from here.
- University – Relic Treasures can be handed in here to advance the Discovery track



Advancing the Discovery Track

The player’s monumental task is to discover as much as they can about the Old One before it is too late and all is lost. For players to progress to the next chapter of the game, they must reach key points on the Discovery Track, but if the Enemy manages to reach there before the player, Influence cards are dealt making the overall game more difficult.

Players can advance the Discovery track in a variety of ways, such as:

- Finding Relic Treasures and handing them into the Universities at Ports
- Completing Events
- Capturing and interrogating enemies

The Enemy advances on the Discovery track 1 per round, and also when:

- A Crew member is killed by an Enemy
- A player's ship is sunk
- Through Events

Phases of Play

Each game round is divided into 4 phases of play:

Player phase – Each player takes their turn ordering their crew, exploring the map, visiting locations and engaging in combat.

Enemy Phase – Now all enemy miniatures activate and attack any targets, if possible.

Player Phase

The Player Phase begins with the player holding the first player token. From here, a variety of options are possible for the player:

Issuing orders

Players may spend any Order tokens that are in their Fresh Orders area. These can be spent in any order that the player wishes, but Movement and Attack Orders often have pre prerequisites for being spent, and these must be satisfied before spending them.

To issue an Order, simply move the token from the Fresh Orders area to the Exhausted Orders area, then carry out whatever action that order bestows.



Reclaiming Orders

At the beginning of a Players turn, they may reclaim orders by moving up to 3 Order tokens from the Exhausted to Fresh Order area. Players may also elect to forgo their turn and reclaim 6 Orders instead.

Trading Orders

Players may trade Order tokens amongst themselves, allowing players to customise their playstyle. To Trade orders, the player's ships must be in spaces next to each other, and it must be one of the player's turns. Any amount of Orders can be traded and this costs nothing to do, but Orders cannot be given. They must always be swapped for another Order.

Orders in detail

Crew Orders & moving your crew

Crew Orders are used to move your Crew around the ship, and issuing a Crew Order generate up to 2 movement actions for a single Crew member. Movement actions can be used to:

- Move between adjacent nodes
- Move from Below to Above Deck
- Send a Crew member to a Room

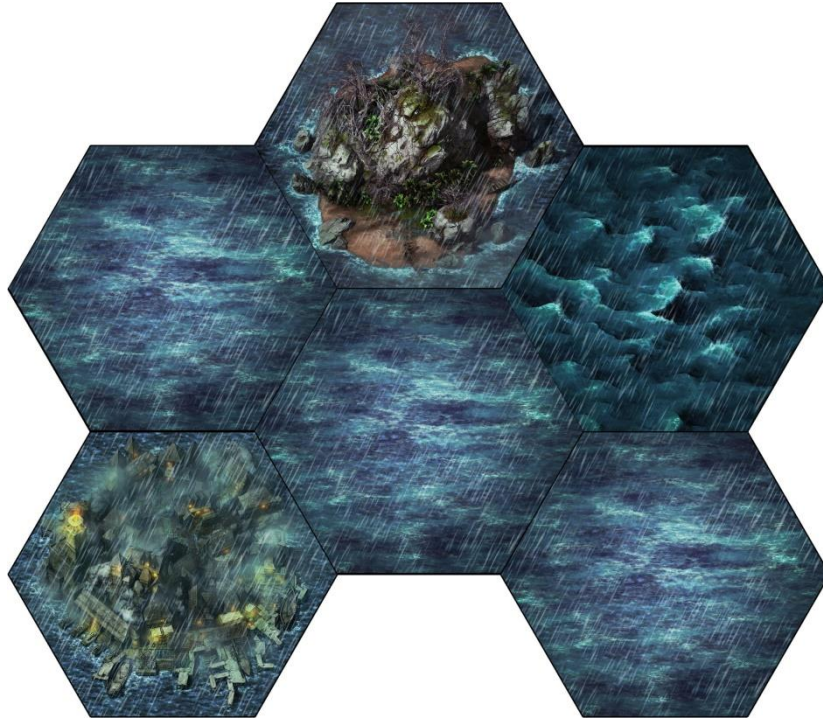
Movement Orders & Moving your ship

Issuing Movement orders generates 2 movement actions, which can be used to:

- Turn the ship 1 hex
- Move forward 1 hex
- Draw a new tile

Discovering new tiles

No two maps of the Everrain are ever the same, and tiles are always drawn at random when discovering new tiles. To draw a new map tile, a player's ship must be at the edge of a tile and facing the direction they wish to place the new tile. Tiles may only be placed in outlined areas on the board. Lastly, there must be 1 Crew member on the Crow's Nest node, and at least 1 Crew member on a blue node. Placing the new tile costs the first movement action. Only Map tiles from the current Chapter can be placed.



When interacting with anything on a space, a player's ship must finish its movement on that space. Any unused movement actions are forfeit.

Exploring Islands - When a player lands on an Island space, they may choose to mount an Expedition. To do this, Crew must be sent to the Ship's Boat Below Deck. Once a player is satisfied with their choice of Crew, an Island Exploration card is drawn by the narrator and resolved. Any rewards are collected or penalties suffered, then an Explored token is placed on the space to mark that it has been explored.

Heading to Port – When a player lands on a Port space, they may send their Crew to Port to rest and trade in a variety of ways. Sending Crew to Port has no cost, though Crew may only visit a single place per round, and must return to their ship at the end of their turn.



Exploring Shipwrecks - When a Player ship stops on a space containing a shipwreck, they may draw 1 card from the Treasure deck, though this can be increased by building certain Rooms below deck. Finally an Explored token is placed on the site to mark it

Attack Orders and entering into combat

Issuing an Attack Order allows all Crew members on a single node to enter into combat, or for a ship to fire one of its weapons.

Multiple combatants

If there are multiple Crew members on a single node and a Combat issue is ordered, the Crew's Combat dice value are added together and rolled simultaneously.

Crew Loyalty

A crew's loyalty can is required to undertake your journey, and without it the entire endeavour can fall apart. A crew's loyalty is represented on the Loyalty track at the bottom of each ship dashboard. Loyalty decreases by 1 when:

- A Crew member dies
- An Influence card is drawn
- Crew are not paid

Loyalty can be increased by:

- Using a Treasure card
- Outcomes of Events

Enemy Phase

When the Enemy Phase begins, the Discovery Track is automatically advanced by 1. From there, all Enemy Agents act, then all Enemy ships act.

Spawning & activating enemies

Whenever an enemy spawns, whether it's a Ship or Agent, they instantly get 1 activation. When an Enemy activates, they roll Enemy Dice equal to their Enemy Dice value and spend the results accordingly.

Enemy Agent tokens



1. Name – Name of the enemy
2. Enemy Dice value – How many dice the enemy rolls when activating
3. Health – How many hits the enemy can take before dying
4. Special ability trigger – What dice results need to be rolled to trigger the ability
5. Special ability details – The name and effects of the special ability

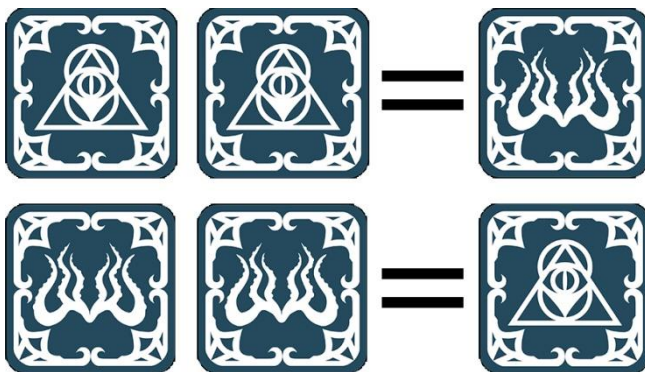
Enemy ship tokens



1. Name – Name of the enemy
2. Enemy Dice value – How many dice the enemy rolls when activating
3. Health – How many hits the enemy can take before dying
4. Attack range & radius – What zones the enemy can attack
5. Special ability details – The trigger, name and effects of the special ability

Combining Enemy dice results

What an enemy can do on their turn depends entirely on their dice results, however if an enemy rolls results that are of no use and would cause the Enemy to not act, 2 identical results can be combined to create 1 usable result. The following results can be combined to create a new result:



Enemy Ship boards

Should a player ship move to adjacent space to an enemy ship, they have the option to board and fight on deck. When this happens, place the Enemy Ship board next to your ship dashboard to begin the battle.



Moving between ships

The 3 nodes on the edges of the ship dashboards that touch are considered connected, and can be moved between freely by Crew and Enemy miniatures. The ship is defeated once all enemies are dead.

Boarding ships is potentially dangerous, but have higher rewards attached to them.

Combat

Combat is divided into 2 main categories; Deck Combat and Sea Combat

Deck Combat

When enemies appear on a Player's Ship dashboard, they must use their crew to repel the invaders. Combat is initiated when:

- A Crew member is in a the same zone as the enemy it wishes to attack **AND** the player issues an Attack Order **OR**
- When an enemy attacks a Crew member




All attacks made by both Crew and enemies have 0 range, unless otherwise affected by an ability. When a Crew member is ordered to fight, they must roll Attack and/or Evasion dice equal to their Combat Dice value on their dashboard against the enemy's dice to determine the outcome.

Creating Combat Dice pools

1. When Crew are attacking an enemy – The player takes Attack or Evasion dice equal to the Crew member's combat value & Enemy dice equal to the enemy's Enemy dice value.
2. When Enemies attack – The enemy rolls Enemy dice equal to their Enemy Dice value and spends the results accordingly. If they manage to reach a Crew member and can deal damage, that Crew member can attempt to **Counter**.

All dice added to the pool are now rolled simultaneously to see the result of combat.

Crew attacking enemies

When a Crew member attacks an enemy, he must be in the enemy's zone (unless a Trait changes this). The dice pool is created, and the dice are rolled. During this kind of attack, **only**  and  symbols count on the Enemy dice.  results are not counted.

Enemies attacking Crew

When an enemy activates, it will try to move to and attack the nearest target. If there are multiple targets the same distance from the enemy their targeting priority is:

1. Captain
2. 1st Mate
3. 2nd Mate
4. Blue nodes
5. Red nodes
6. Purple nodes

The enemy should roll its Enemy dice allowance and then move and/or attack its target.

Deck Combat example #1





The Captain decides to attack the Drowned man, and may roll 3 dice, so she chooses 2 Attack and 1 Evasion die. The Drowned Man rolls 2 Enemy dice, so these are all rolled together and the results compared. The Evade result cancels the enemy's Attack result and the Crew's attack result deals 1 damage to the Drowned Man. Lastly the blank result and the Enemy movement result are ignored.

Deck Combat example #2



Using the same scenario as above, the Captain's results are the same but this time the Drowned Man rolled 2 symbols that activate its special ability Life Siphon. 1 damage is still dealt to the Drowned Man, but its special ability deals 1 damage to the Captain and any other Crew above deck. Damage from special abilities cannot be evaded using dice results.

Countering an enemy's attacks

Each time an enemy scores a  result against a Crew member, they have the opportunity to counter by rolling an Attack or Evasion die. They may roll 1 die for every  against them, up to their Combat Dice value.

Counter example



The Captain has been attacked by the Drowned Man, who has rolled 2 successful hits. She decides that she's going to make a gambit and counter with 2 Attack dice, knowing that she will take both points of damage. She manages to roll 2 successes, dealing 3 damage and killing the Drowned Man! Though it was a risky strategy, it managed to pay off in the defeat of her enemy!

Sea Combat

A player can choose to engage in combat with an enemy ship when they are in range of the ship with one of their weapons. To fire a Weapon, the enemy must be within its range, and a Crew member must be manning the relevant node.

Enemy ship activation

When an enemy ship activates, it will try to move to and attack the nearest Player Ship. Enemy ships always hunt the nearest Player Ship. If there are multiple targets the same distance from the enemy their targeting priority is:

1. The first player
2. The player with the most damaged ship

Damaging nodes

Whenever a ship is the target of a successful attack, whether it be from another ship or an enemy Above Deck, a Damage token is placed over the target node. Nodes with these tokens covering them are inoperable and lose any bonuses and colours attached to them. They may still be entered and passed through as zones. If all nodes have a damage token on them, then the ship is considered sunk. Nodes can be repaired whilst in town or by Special Crew.

Damaging nodes containing Crew or Enemies

If a node is damaged containing Crew or enemies, they are dealt 1 damage and immediately moved to an adjacent node of the player's choice.

Taking damage from enemy ships

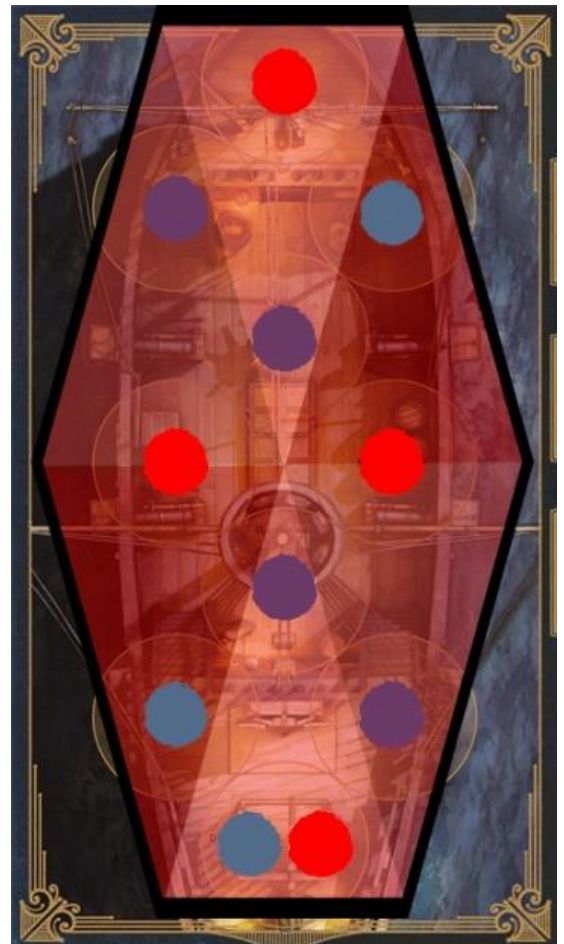
If an enemy ship manages to successfully land an attack on the player's Ship, then they may attempt to evade. To attempt and evade, a Movement Order must be issued. This generates 1 Evasion die for each successful hit the enemy ship has rolled. For each point of damage received a Damage token should be placed on a Node relative to the direction of the attack.

Node targeting priority

Nodes are targeted in the following order:

1. Purple
2. Red
3. Blue

Nodes that exist in more than 1 zone are considered when either zone is attacked. If more damage is dealt than can be received by the target area, the next area on the ship is damaged, moving clockwise



Ship combat example



It's the Enemy Phase, and the Damned Frigate has activated. It rolls it's 4 Enemy dice and scores 2 Movement results and 2 Attack Results. The Player decides to issue a Movement Order to attempt to evade the hits, rolls 2 Evasion dice and manages to evade 1 of the results. The second results lands however, and strikes the purple node on the starboard side. A Damage token is now placed onto this node.

Trait reference sheet

Island Traits

Positive

Explorer – If on an expedition, you may redraw the Island Exploration card. The new card is final.

Fortuitous – You may re roll the result if failed. The new result is final.

Selfless - -1 to test results when this Crew is on the Expedition.

Negative

Arrogant – This Crew's stats are always the ones tested on Expeditions.

Dyspraxic – Successful test results must be re rolled if this Crew is on the Expedition. The new result is final.

Hermit - +1 to test results if someone else is on the Expedition
-1 to test results if alone on the Expedition.

Port Traits

Positive

Charismatic – Prices in the Marketplace are +5 gold when selling and -5 gold when buying.

Lucky – May re roll if you lose when gambling at the Inn. The new result is final.

Pious – Restores all Strain & does not roll a die when visiting the Chapel.

Negative

Alcoholic – Will only drink at the Inn to relieve Strain.

Gambler – Will only gamble at the Inn to relieve Strain.

Non believer – Will not Visit the Chapel.

Deck Traits

Positive

Brawler - +1 Attack die rolled when attacking Above Deck.

Shantyman - +1 Strain restored for all Crew when Shanties are sung.

Cannoneer - +1 Attack die rolled when manning a Ship's weapon.

Negative

Clumsy - -1 Attack die rolled when manning a Ship's weapon.

Cowardly - -1 Combat die rolled when attacking Above Deck.

Lazy – May only move 1 zone per Crew Order.