

## ON YOUR TURN

### 1. Hire one Advisor -or- Buy one Treasure

- To hire - Select advisor from forum, pay its cost in gold or reputation, put face-up in council room, refill forum
- To buy - Select treasure from deck, pay its cost in gold, may discard good of same color as treasure for -\$8 discount

### 2. Activate an Advisor

- Move face-up advisor from council room to active advisor space of your province, gain its abilities

### 3. Take two actions from a single Guild

(see reverse for guild actions)

- May give  to player to gain benefits in region they control

### 4. Claim one Milestone

- If a milestone is met, claim one and follow its instructions

### 5. Exhaust active Advisor

- If you have an active advisor, move it to your council room face-down

 Glory  Wood  Spice  Linen  Iron

 Fortune  Reputation  Mine  Garrison  Plunder

 Ship must be at location  Ship not required at location

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
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## EN MITY

### Raiding a Province

- Reduce your dice pool by 1 per your enmity in their region
- Add 1 to your dice pool per their enmity in your At War With
- If success, place enmity in site equal to its plunder value
  - If their tokens are in your At War With, return them to their province board before placing your own

### Raiding an Island

- Reduce your dice pool by 1 per your enmity in the island
- If success, give one enmity to island site, cannot be raided again
- Purchasing from island costs + \$1 per your enmity there

### Winter

- Move enmity on islands to cover garrison of those islands
- Move opponent enmity on your province to your At War With

### Endgame

- Roll dice equal to your remaining fortune + reputation
  - Pick up any one of your enmity tokens per success
  - Cross off any one of your enmity stickers per two successes
- Any remaining tokens at islands and provinces become stickers
  - Fill in blank boxes 1st, cover others players' stickers 2nd

\*\* Must have enough tokens for enmity action \*\* Lose 1 Glory per token you can't give \*

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Choose a Guild and use two different actions - One of the two may be sail. To sail, move your ships up to their sail value, 0 value always may move 1






 Buy up to two goods cubes ~ for \$3 gold each, +\$1 gold per your enmity there, store goods in holds of your ships at that site  
 Sell up to two goods cubes at a  ~ for \$6 gold each, -\$1 gold per your enmity there, goods sold much match market color


 Repair any of your ships at a  ~ dismiss damage, refresh exhausted upgrades, rebuild sunken ships and place in harbor  
-or-  
Upgrade one at a   +1  
• select upgrade matching dock color, pay cost in gold +\$1 gold per your enmity there, may discard good of same color for -\$8 discount

 Build one structure  +1 ~ select structure, pay its cost in gold, may discard good of same color for -\$8 discount

 Explore one unexplored site at an island  +1  
• choose flagship, gain dice equal to its explore value, +1 dice per your other ships in region ~ roll dice  
• if site is not , may spend 's to change blanks to standard successes  
• if successes are less than site's defense, flagship takes damage equal to difference (see Damage below)  
• if success, choose available symbol from Explorer's Map matching site just explored, cross it off, read its entry from Captain's Book

 Research ~ pay three gold to draw one research card and place it face-up in your treasure room




 Raid a province -or- a previously explored site not covered by enmity tokens  +1  
• choose flagship, gain dice equal to its explore value, +1 dice per your other ships in region, +1 dice per their enmity in your At War With  
• -1 dice per garrison, your enmity present, and defending ship in the raided region ~ roll dice  
• if site is not , may spend 's to change blanks to standard successes  
• if successes are less than site's defense, flagship takes damage equal to difference (see Damage below)  
• if success on a site, gain goods/gold/ship upgrade based on site's type, then place an enmity token on the raided site  
• if success on a province, plunder site whose  is less than successes rolled, then place enmity tokens equal to plunder value on that site





 Collect taxes ~ add three gold to your vault



Damage - Exhaust upgrades or draw damage cards equal to difference. Damage cards are immediate. If ship has more than two damage cards, it sinks.





Sinking - Return flagship's upgrades exhausted to supply, lose 1 glory per upgrade exhausted this way. Return goods from ship's hold to supply. Place ship on its side in your harbor.

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

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