


FAQ

Due to the amount of available armies and their unique rules, we are unable to fit all the correlations between them in the rulebook. In case of any doubts about the rules, check the FAQ on our website portalgames.pl/en/



SETUP CHANGES

Place the Water Adjacency markers  on the spaces shown below.



NEW RULES

Water spaces

When playing with the Pirates, the 12 spaces marked white in the illustration above are Water spaces. They are used to enlarge the playing area. Only units with the **Drift**   trait are allowed on the Water spaces. Each Water space is adjacent to two standard spaces. Units on Water spaces may be targeted by attacks and effects according to the standard rules. Each Water space is adjacent to two

other Water spaces. The Water Adjacency markers are not in the playing area and do not have any purpose other than to remind you about the adjacency between the spaces.

Water spaces do not have to be filled when a Battle would start due to the board being filled—only count the standard 19 hex spaces.

Instant Action tiles that select units on the board (e.g.: sniper, or ray) may select units located in Water spaces.

Drift

Units with the Drift trait can only be placed and exist on Water spaces.

At the end of a Battle, simultaneously move each unit with the Drift trait to the next Water space in clockwise order (you may also rotate the unit in any direction).

Units with the Drift trait are unaffected by any other effects that change placement of tiles (e.g.: Move, Grab, or Push Back).

Implant

An Implant is a new type of unit, depicting additional actions a player may perform during their turn. Once per turn, a player may activate one Implant placed on the board and belonging to their Army.



Components:

35 Pirates tiles, 2 Pirate markers, 1 Net marker, 12 Water Adjacency tokens, 3 Wound markers, 1 replacement tile, rulebook.

Our games are assembled with the greatest care. However, if your copy lacks anything, we apologize. Please, let us know through the Customer Service form on our website portalgames.pl/en/customer-service

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PIRATES

IMPORTANT: Pirates cannot be used when using the Expanded Battlefield rules (5 and 6 player games, or expanded 4 player games).

BACKGROUND STORY

Above the Caribbean islands that were once ruled by King and Queen Neo-Jungle, a pirate flag has flown. The gangsters of the seas are coming with an explosive surprise for the land rats! Anyone up for a little sightseeing and fishing cruise?

DECK DESCRIPTION

The advantage of the Pirates is the ability to use additional spaces to attack units from previously inaccessible sides. This often forces the opponent to play in a non-standard location. The large quantity of battle tiles allows you to control the pace of the game, which is crucial for planning your HQ's location throughout the full game.

The disadvantages of the army are the low Initiative and lack of Toughness, as well as the negligible Mobility of non-floating units.

TACTICAL ADVICE

Due to the successive movement of the Pirates' units, the player can plan each stage of the game, placing units on the outer ring in places where the HQ is known to Drift in the indicated number of Battles.

Advice to the opponent: if you are playing with a defensive HQ, instead of the standard corner placement, it is best to build up, on the center hex of the board.

SPECIAL RULES

Water spaces

A Charge cannot be used if a unit is attacked on a Water space.

If a Death Breath player kills a unit on a Water space, they do not place a Wound marker.

Sandstorm may be played on the Water space.

The Moloch Bomb may be played as long as it does not affect a space with the Water Adjacency token.

Pirate units with the Drift trait, that are Taken Over by an Agitator, move normally, out of the Agitator's effect after Battle when the Drift takes place.

The Steel Police's Net of Steel cannot be placed on Water spaces.

Drift

Resolve Drift after removing the Sandstorm tile, but before removing the markers from the Mephisto's Incubator.

After Battle: if the Pirate's unit with the Drift trait is Netted, it still moves, but loses 1 point of Toughness for each Net that was on it.

Harpoon

Grab – Netted units cannot grab enemy units. Netted enemy units cannot be grabbed.

Bossman

If the Bossman is the unit that causes the board to fill up, the Boarding ability cannot be used.

Tavern

The Scoper does not work on Implants.

HQ 1



Special feature — Drift.
Ranged attack.

MOTORBOAT 2



Ranged attack.
Armor.
Drift.

FISHERMAN 1



Net.
Drift.

HARPOON 2



Melee attack.
Ranged attack.
Drift.

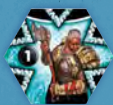
Grab — once each turn it may Grab an enemy unit that is 1 space away from the Harpoon and move it to a space adjacent to the Harpoon. The Grabbed unit may only move exactly 1 space. If there is more than one available space adjacent to the Harpoon, the enemy chooses where the Grabbed unit is moved. The player of the Grabbed unit may turn it during this move.

CROCODILE 2



Melee attack.
Charge — when the Crocodile destroys an enemy unit, it may move to the space previously occupied by the destroyed unit. This move is performed at the end of the current Initiative phase, before players begin to resolve the next Initiative phase. When moving this way, the Crocodile unit may turn freely.

HELMSMAN 3



Melee attack.
Armor.

SMUGGLER 3



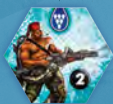
Melee attack.
Ranged attack.

BOSSMAN 1



Melee attack.
Boarding — the moment the Bossman is placed on the board, the active player may Initiate a Battle. The Battle ends the active player's turn. Boarding cannot be used if any player has already drawn their last tile.

WATER GUN 1



Special Ranged attack — hits all enemy units in the line of fire.
Adjacent target gets 3 Wounds, target 1 space away, gets 2 Wounds, target 2 spaces away, gets 1 Wound.
Targets 3 or more spaces away, do not get any Wounds.
No bonuses increasing firepower have an effect on the Water Gun. Armor protects from the Water Gun attack in the normal way.

MOTHER 2



The connected unit may perform an additional attack in the Initiative phase that follows its last Initiative phase. If a unit performs attacks in two Initiative phases, the additional, third, attack is performed in the phase that follows the other two. If all attacks are taken in Initiative phase 0, the additional action is lost and cannot be performed.

OFFICER I 2



Connected friendly units gain 1 Strength in a Melee attack.

SABOTEUR 3



Affects all connected enemy units and decreases their Initiative by 1.

MEDIC 2



Connected units must ignore all Wounds from 1 attack & Medic is discarded.

TAVERN 1

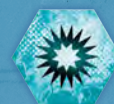


Implant. Activation of this Implant immediately starts a Battle, which is resolved according to the standard rules. You cannot activate this implant if any player has already drawn their last tile.



- Water Adjacency token (6+6 as replacements)

BATTLE 5



Start a Battle. After Battle, player's turn ends. This tile cannot be used to start a Battle if any player drew their last tile.

MOVE 3



Move a unit (**that is not in a Water space**) to an adjacent, unoccupied hex and/or turn it in any direction desired.

WAVE 1



Inflicts 1 Wound on each tile (enemy, ally, and foundation, except HQs) in each space within the area of effect. Affects 3 spaces of the outer ring in a straight line.



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X - the amount of tiles