

Fleet ARCTIC BOUNTY

Promotional Cards

First Mate (Qty 8)

Dock Card: During setup, two First Mate cards per player are placed face up on the table near the License Card deck.

Gameplay

First Mates are purchased **ONLY** during the Hire Captains portion of the Launch Boats and Hire Captains phase.

Players may purchase a First Mate by discarding a Crate and a Boat Card while Hiring a Captain. A First Mate can only be purchased for a boat that has been Captained in the current round.

Boats may only ever have one First Mate, and First Mates may **NOT** be added to a boat that has been Captained in a previous round.

If a First Mate is purchased, he is placed under the Captain on the boat.

A First Mate is not a Captain and does not count towards any Captain bonuses.

Game End/Scoring

A First Mate on a boat that has reached its max capacity of Crates is worth 5VP. Otherwise, he is worth 2VP.

NOTE: If Weather Authority sinks a Boat with a First Mate, the First Mate is discarded! Max capacity must include any Pacific Oyster or Salty Captain bonuses!

House Boat (Qty 8)

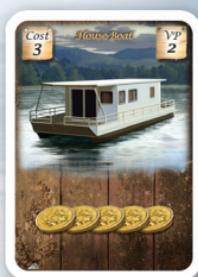
Dock Card: During setup, two House Boat cards per player are placed face up on the table near the Boat Card supply.

Gameplay

House Boats do not require a license to Launch. House Boats do **NOT** hire a Captain and do **NOT** catch Crates.

A House Boat can be purchased for \$3 during the Launch Boats portion of the Launch Boats and Hire Captains phase. Purchasing a House Boat costs a launch. The Player pays \$3 using any combination of Boat Cards and abilities, then draws a House Boat from the pile and places it in his play area.

A House Boat counts towards all applicable Launch Boats and Hire Captains phase bonuses, but a House Boat does **NOT** have a Captain. A player may own as many House Boat cards as they are able to purchase until the pile is exhausted.



At ANY time during the game, a player may discard a House Boat from his play area and immediately receive \$5 towards any ONE transaction. This must be used immediately. Discarded House Boat cards are removed from the game.

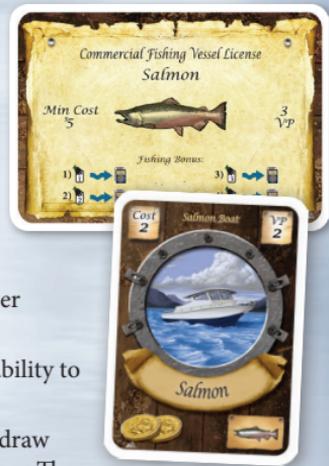
Game End/Scoring

The House Boat is 2VP IF it remains in play on a player's play area during Game End scoring. Discarded House Boats do NOT count as VP.

NOTE: When counting Captains for the Lobster License Bonus, DO NOT INCLUDE any House Boats! If a player has a Cod or a Char license, he may purchase a House Boat, and if able, launch a boat from his hand like normal OR purchase and launch a second applicable Dock Card!

Salmon License (Qty 4 + 16 Salmon Boat Cards)

During setup, four Salmon licenses are added to the pool of Standard licenses and 16 Salmon Boat Cards are added to the Boat Card supply.



Gameplay

The Salmon licenses are purchased and played from the License Deck in the same manner as other license cards.

Once owned, a Salmon license gives a player the ability to launch Salmon boats.

A Salmon license also gives a player the ability to draw one Boat Card at the beginning of the Fishing Phase. The player can choose to either keep the card in hand OR tuck it under any already-Launched and Captained boat he owns. The tucked card will catch a Crate along with the boat during Fishing and has a capacity of four Crates.

One (1) Salmon license owned: Draw one card during Fishing; may keep the card in hand OR tuck it under an already-Launched and Captained boat they own.

Two (2) Salmon licenses owned: Draw two cards during Fishing; may keep the cards in hand OR tuck them under separate already-Launched and Captained boats they own.

Three (3) Salmon licenses owned: Draw three cards during Fishing; may keep the cards in hand OR tuck them under separate already-Launched and Captained boats they own.

Four (4) Salmon licenses owned: Draw four cards during Fishing; may keep the cards in hand OR tuck them under separate already-Launched and Captained boats they own.

Each Launched and Captained boat may have a maximum of one tucked card. Players may NOT tuck cards under Inuit Fisherman or Artisan Fisherman boats.

Players may choose to keep or tuck drawn cards in any combination! For example, if a player has three Salmon licenses, he may keep two cards in hand and tuck the third under a Launched and Captained Boat.

Trophy Cards (Qty 6)

Bay Card: During setup, shuffle all Trophy Cards, randomly select three, and place them face up near the center of the play area.

Gameplay

Trophies are awarded to the first player to complete the criteria OR at Game End. If more than one player completes the criteria in the same phase and round, tie is broken by first in turn order.

Once a Trophy Card has been awarded, it cannot be lost.

If there is a tie for a Game End Trophy, no one receives the Trophy.

Game End/Scoring

All Trophy Cards held at game end are worth 5 VP.

Trophy Card types:

First to Launch and Captain 4 Boats of the same Type

First to Launch and Captain 4 Boats of different Types

First to have 15 Crates on Launched Boats

First to have 3 of the same License Type

Most Launched Boats (Game End)

Most Standard Licenses (Game End)



Crab Meeples (Qty 5)

Bay Card: During setup, place all five Crab Meeples near the center of the play area.



Gameplay

A Crab Meeple is caught by the first full boat of each different Standard license in the game. If more than one player completes the criteria in the same phase and round, tie is broken by first in turn order.

When a boat reaches capacity and is the first of its type to do so, that player immediately receives a Crab Meeple and places it on the license matching that boat. The Crab Meeple cannot be lost.

Game End/Scoring

All Crab Meeples held at Game End are worth 4 VP.

*Example: In base **Fleet**, the first Shrimp boat to reach capacity immediately catches a Crab Meeple. Then the first Cod, Tuna, Lobster, and Processing Vessel boats that reach capacity will each catch a Crab Meeple. If you are playing with **Fleet: Arctic Bounty**, then the first full boat of whichever base licenses are in play (Cod, Char, Tuna, Pacific Oyster, and Lobster for example) will catch a Crab Meeple.*

NOTE: Dock Cards may NOT catch Crab Meeples! Charter Boats are NOT Dock Cards and may catch a Crab Meeple for whichever license type to which the Charter

Boat has been assigned!

If a Boat has a Salty Captain, or is a Pacific Oyster boat, it must reach its current capacity before receiving a Crab Meeple!

Variants

5- TO 6-PLAYER FLEET

During setup, all 12 Charter Boat Cards are added to the Boat Card supply.

Select three Dock Cards and use eight Dock Cards of each selected type.

Select ANY Bay Cards to be used, as desired.

5 players: Select a standard setup of Standard and Premium licenses (five Standard, two Premium). Then select an additional TWO licenses (one Premium & one Standard, or two Standards) and matching Boat Cards and add them to the setup.

Add 25 Crates to the supply.

6 players: After selecting a set up of Standard and Premium licenses (five Standard, two Premium), select an additional FOUR licenses (two Premium, two Standard) and matching Boat Cards and add them to the setup.

Add 50 Crates to the supply.

Charter boats can be launched as any boat type in the current game. After paying for the Charter boat, place it near the license of the type for which it will act. Charter boats launched as Pacific Oyster boats, for instance, will have a capacity of six crates and catch two crates a turn just like other Pacific Oyster boats.

Players receive one of every Boat Card in the game except Charter Boat as a start hand!

Gameplay

All phases play the same! Reveal licenses equal to the number of players during the License Auction.

EPIC FLEET!

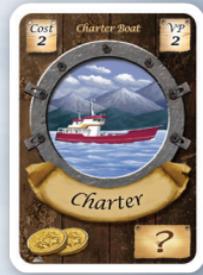
Use it all! Epic *Fleet* is intended for 3-6 adventurous players.

During setup, use all the Boats and Licenses from *Fleet* and *Fleet: Arctic Bounty*. All 12 Charter Boat Cards are added to the Boat Card supply. Add any or all Dock Cards or Bay Cards! Use all Crates from *Fleet* and *Fleet: Arctic Bounty* (150 total).

Use advanced set up from *Fleet* for the license pool. In a 3-player game, do not remove any licenses from the game.

Players receive one of EVERY Boat Card except Charter Boat as a start hand. After revealing the starting Auction, each player chooses to keep any seven Boat Cards of their choice and discards the rest of the Boat Cards from their hand.

Otherwise, Epic *Fleet* plays as normal!



A limited number of *Fleet* expansion sets (including a *Fleet* die and many of the above cards) can be purchased at: www.eaglegames.net or www.funagain.com