



ROGUE SEAS

RULEBOOK

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SETTING

Listen ye scurvy dogs and heed these words! Many moons ago, a mighty Spanish ship, The San Miguel, was barreled up with precious metals and stones. In an attempt to escape pirates hot on their trail, the crew ventured into the perilous Infinity Storm, never to be seen again. Alas, rumors claim the San Miguel ran aground on an island at the center of the Infinity Storm. These tall tales have been proven true as pieces of a treasure map have been uncovered! Take care to guard your rum savvy as captains from every port in the Seven Seas have flocked to these waters in search of San Miguel's fabled Treasure. Aye, with so many greedy scallywags, these rogue seas are not to be reckoned with.

Object of the Game

The goal of the game is to be the first to:

1. Find 5 missing pieces of the Treasure Map.
2. Safely navigate the Infinity Storm.
3. Reach Treasure Island.

To get these Treasure Maps, players will have to find buried treasure on islands, defeat lethal monsters, or steal maps from players and merchants. As a captain, you must upgrade your ship and assemble your crew to find the hidden fortune.



CONTENTS



1 Board



8 Captain Cards



1 Combat Dial



4 Monster Tiles



4 Ship Charts



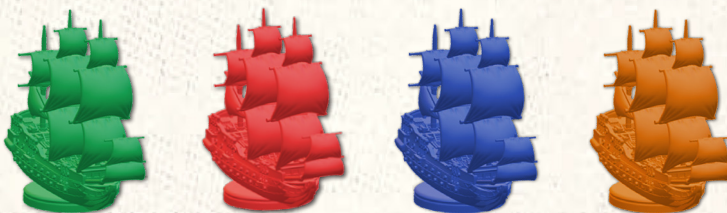
24 Treasure Maps



80 Notoriety Tokens



6 Truce Tokens



4 Player Ships



8 Merchant Ships



60 Gold Tokens



20 Treasure Cards



24 Loot Cards



8 Encounter Cards



30 Crew Cards



20 Event Cards (10 Solo)

Merchant Chart				Year
Merchant Health				
2	1	2	3	1711
3	+1 event card	2	3	1712
4	+1 event card	2	3	1713
5	+1 event card	2	3	1714
6	+1 event card	2	3	1715
7	+1 event card	2	3	1716
8	+1 event card	2	3	1717

1 Merchant Chart



Dice



Player Markers (8 each)



The Market



Merchant Chart

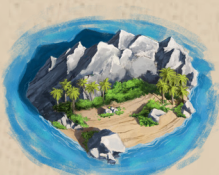
Merchant	Year
1	1711
2	1712
3	1713
4	1714
5	1715
6	1716
7	1717



Map Icons



Port



Island



Treasure Island



Monster



Infinity Storm



Hazard

SET UP

1) Place the board in the center of the table leaving space around all sides. Place 1 Merchant Ship on each of the 8 tiles marked “1.”

2) Set out the notoriety and gold tokens where they are easily accessible to all players. The 4 Monster Tiles may be placed anywhere.

3) Shuffle all four decks of cards and place each face down in their own pile.

4) Lay 6 crew cards face up along one side of the board. These crew form The Market and can be purchased later in the game.

5) Each player chooses a ship and player markers. Distribute a Treasure Map and a ship chart to each player. Set your ship chart dials to 3 Weapons, 3 Navigation and 10 Health. Place a player marker on the 6 Cargo space.



6) Roll the 6 dice to determine who goes first. The player who rolls highest selects their Captain Card first followed by the player to their left, continuing clockwise.

7) The Last Player selects their captain then chooses their starting port. The player to their right then picks a port, continuing counter clockwise. Players may not pick the same port.

8) The First Player takes the Merchant Chart and is responsible for tracking the Merchants as they move across the map. Place one of your player markers in the “1” box on Year 1711. (See page 14 for more info on the Merchant Chart)

9) Collect your Captain’s bonus if applicable, then start the game with the player who chose their Captain first.





HOW TO PLAY

Gameplay always follows the same order each turn: Players roll their corresponding movement dice and then take their action. You may only take one action per turn.

STEP 1: MOVE
STEP 2: ACTION
(Land or Attack)

MOVEMENT

STARTING A TURN

To begin, roll your navigation die and move that number of spaces, including any bonuses from Captain or Crew Cards. Once you land in the hex where you are taking your action, your movement phase is completed. You forfeit any movement left over.

Example: A player rolls a 3 but gains +2 movement from the Helmsman Crew Card, so they can move 5 spaces. However, they decide to land at Port after 3 moves, thus forfeiting 2 movement.

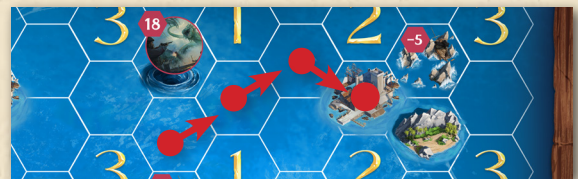
HAZARDS & THE INFINITY STORM

When you move through a HAZARD, you instantly receive -5 damage. If you land inside of a HAZARD, you only receive the damage once.

When you move through the INFINITY STORM, you take -15 damage. If you land inside of the INFINITY STORM, you only receive the damage once.

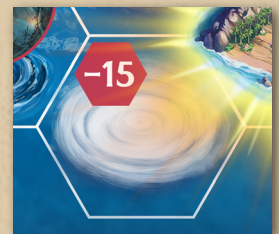
PASSING THROUGH HEXES

You may freely pass through any space on the map, including hexes with other players, merchants, islands, and ports. You may NOT pass through a Monster hex unless the Monster has already been defeated.



Hazard
Deals -5 Damage

Infinity Storm
Deals -15 Damage



TAKING AN ACTION

There are two actions you can take throughout the game:

LAND

Head to an island to uncover buried treasure or dock at a port to recruit crew, upgrade your ship and replenish your health

OR

ATTACK

Destroy enemy Merchants for their loot, take on fearsome Monsters for Treasure Maps or battle other Captains for a piece of their bounty

LANDING AT AN ISLAND

Landing on Islands gives a player a treasure card and puts them one step closer to collecting 2 treasure maps.

VISITING ISLANDS

When you land at an island, place a player marker on the hex to help distinguish which islands you have visited.

Draw a Treasure Card, collect your reward of gold and notoriety and then discard the card. You may NOT revisit this island until you have landed on every island hex.

COLLECTING TREASURE MAPS



Once you visit all 5 islands, remove your player markers EXCEPT the marker for the one you are currently on. In exchange, you receive 2 Treasure Maps and can revisit the other 4 islands for more treasure and more Treasure Maps. This can be done multiple times throughout the game.



NOTE:

Treasure Cards usually give players more Gold and less Notoriety

CURRENCY

There are two types of currency in this game: Gold  & Notoriety .

GOLD

Gold is used to upgrade a player's vessel, unlocking better weapons and navigation dice and adding health.

Your cargo is how much gold you can carry. Each player with 6 cargo. Any extra gold collected over the cargo limit must be thrown overboard.



NOTORIETY

Notoriety is used to recruit crew mates. There is no limit to how much notoriety a player can hold.

The cost of a crew mate is written on the right side of each card. Crew Cards range in cost from 2 to 12 notoriety.



LANDING IN A PORT

When you land in a port, **ALWAYS** follow this pattern:

1. Upgrade Ship
2. Purchase Crew Cards
3. Repair Ship

UPGRADING YOUR SHIP

Trade in gold to unlock new dice for weapons and navigation or to increase your health. The cost in gold is written on the ship chart.

IMPORTANT: The minimum cost for any upgrade is 1 Gold, even if a Captain or Crew Card reduces the cost to 0. Upgrades are never free.

UPGRADING YOUR DICE

When you upgrade your weapons or navigation, the dice you roll improve. Track your dice via the dials on the sides of your ship chart.

You must upgrade each dice in ascending order. Pay 2 to unlock then pay 4 to unlock .

DICE ROLL POSSIBILITIES



Use player markers to track your maximum health and cargo. Use the health dial to track current health.



SHIP CHART EXAMPLE

1. Player gains 4 from choosing Anne Bonny.
2. Player spends 2 upgrading Weapons to .
3. Player spends 2 upgrading Navigation to .
4. Player spends 2 upgrading Health to .
5. Player buys Shanty Man, increasing Health to .
6. Player fights a Merchant and takes 5 damage in battle, decreasing their Health to 9.



PURCHASING CREW CARDS

Use your notoriety to purchase Crew Cards from the Market. The card's cost can be found on the right side of each card.

TYPES OF CREW CARDS

There are five types of Crew Cards you can purchase but you may only have one of each type in your crew. Each type is signified by a specific color.

When you buy a crew card, you gain the benefit immediately. You may purchase multiple cards on your turn.



ATTACK

Improve Attack to Monsters, Merchants or Other Players.



NAVIGATION

Improve Movement or Escaping.



HEALTH

Improve or Maintain Health.



CARGO

Improve Ability to Carry Gold, Acquire Gold, or Reduce the Cost of Using Gold.



WILD

Grant unique abilities or provide combinations of other card types.

THE MARKET & CLEARING CREW

You may only purchase Crew Cards available in the Market. However, you can pay 2 Notoriety to clear the Market and replenish a new 6-card lineup. This can be done multiple times. Once you purchase a Crew Card, you may NOT clear the lineup the rest of your turn.

Cleared Crew Cards go into the discard pile. If there are no cards left to replenish The Market, shuffle the discard pile and use it as the new draw pile.



TRADING IN CREW CARDS

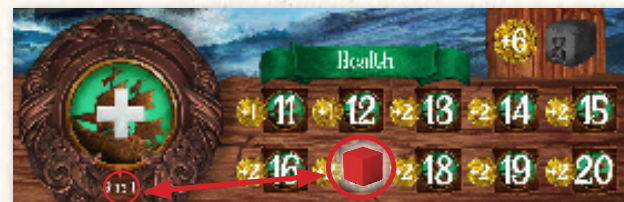
Crew Cards can be traded in, along with additional notoriety, to buy better crew cards of the SAME color. The previously held card is placed in the discard pile with the new card taking its place.

Players may downgrade their cards if they wish but they do not receive any excess notoriety from this.



REPAIRING YOUR SHIP

Your turn in port always ends with repairing your ship. To do so, return your health dial to your maximum health. Once you do, your turn is over.



IMPORTANT: You may not conceal information in this game. Everything in your possession must be clearly displayed for other players to see.

CARD ICON REFERENCE

ATTACK



Add the number listed (1 or 2) to every dice roll in all battles



Reroll attack die in all battles; once per roll



Add 2 to every dice roll but only when battling a Monster



When you battle a Merchant, they instantly die

CARGO



Expands maximum cargo by the amount listed



Keep the number of gold listed whenever you die, even if killed by another player



All upgrades cost 1 less gold; the minimum cost is 1 gold



Collect 1 extra gold every time you gain gold; if you kill another player, you gain the extra gold from the draw pile

HEALTH



Expands maximum health by the amount listed



Subtract 1 from every enemy dice roll in battle; minimum damage is always 1

NAVIGATION



Add the number listed (1 or 2) to every movement dice roll not including escaping



Reroll your movement dice roll once per turn except when escaping



Add 2 to your movement dice roll but only when escaping



Reroll your movement dice roll once per turn but only when escaping

WILD



Players cannot attack you when you land in port



Subtract 1 from every dice roll against you when in battle with another player

NOTORIETY



Collect 1 extra notoriety every time you gain notoriety



Immediately collect 4 notoriety at the start of the game



Collect an extra 2 notoriety after defeating a Monster

ATTACK

There are three options for attacking: Merchants, Monsters, or Other Players.

All Attack Phases follow this pattern:

1. ATTACKER'S TURN:

The Attacker rolls their weapons dice. Both players add or subtract any bonuses from Captain or Crew cards. The Defender adjusts their health dial; for Monsters and Merchants use the included dial.

2. DEFENDER'S TURN:

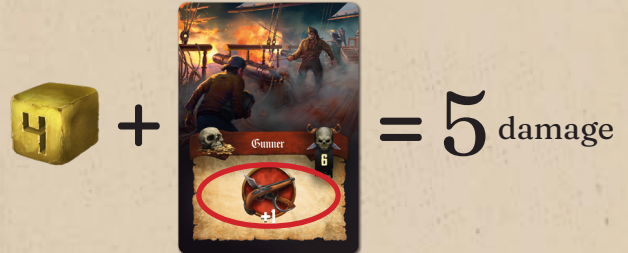
The Defender rolls their weapons dice. Both players add or subtract any bonuses from Captain or Crew cards. The Attacker adjusts their health dial.

3. DEFEAT:

Battle continues back and forth in the same manner and ends IMMEDIATELY when one player reaches 0 health. The defeated player does not get a chance to retaliate.

NOTE: You may NOT retreat from combat once it has begun. It is a fight until the death.

Example: Player rolls a 4 to determine base damage. They have a +1 attack ability from The Gunner crew card.



However, the defending player has a -1 damage ability from a crew or captain card.



Therefore, the net damage dealt to the defender is 4.

MERCHANTS

Defeating Merchants gives players loot cards and puts them one step closer to collecting 1 treasure map.

FIGHTING MERCHANTS

If you land in a hex with a Merchant ship, you may fight them following the combat steps listed above. Merchants always roll the 6 die. Any player can roll for the Merchant's attack.

MERCHANT HEALTH

Merchants start with 2 health and increase by 1 health at the end of every year. This is tracked on the Merchant Chart. Once a Merchant is defeated, the ship is removed from the board and is not replaced until the start of the next year.

LOOT CARDS & TREASURE MAPS

Once a Merchant is defeated, draw a Loot Card and collect the rewards indicated on it. Once you defeat 4 Merchants, discard your 4 Loot Cards and collect a Treasure Map. This can be done multiple times throughout the game.




NOTE:

Loot Cards usually give players more Notoriety and less Gold

MONSTERS

Defeating Monsters gives players a bounty of notoriety, gold and a coveted treasure map.

FIGHTING MONSTERS

If you land in a hex with a Monster, you **MUST** fight them. Follow the combat steps listed above. Monsters always roll the  die. Any player can roll for the Merchant's attack.



MONSTER HEALTH & REWARDS

The health of each monster is listed on the board and their specific tile. Once a Monster is defeated, collect the corresponding Monster Tile and the rewards listed on it.

NOTE:

Monsters cannot be killed twice. Once defeated, it is out of the game.

OTHER PLAYERS

Stop another player's progress and boost your own by stealing gold, gaining notoriety and taking a treasure map.

FIGHTING PLAYERS


If you land in a hex with another player, you may fight them. If you choose to fight, follow the combat steps listed above.

PARLAY

Before engaging in combat, the two players can try and come to an agreement via parlay. The defender can avoid battle by offering the attacker any of their resources: gold, notoriety, crew cards and treasure maps. If the attacker agrees to the terms, they take the offered resources and end their turn.

The two players then follow the TRUCE instructions listed on the next page.

ESCAPING

If the two players do not come to an agreement in parlay, the defender can choose to discard 2  and roll to escape.

Both the attacker and the defender roll their navigation die and add on any escape abilities from their Captain or Crew Cards.

The player with the highest roll wins. The attacker wins in ties.

If the attacker wins, regular combat ensues. If the defender wins, they successfully escape and the attacker's turn is over. *There is no truce between the two players thus they can still attack one another again on their next turn.*

IMPORTANT: The defender does not move until their turn.

WHAT CAN BE OFFERED IN PARLAY:



GOLD



NOTORIETY



1 CREW CARD



1 TREASURE MAP

END OF ATTACK

When a player is defeated in battle, they lose progress in the game.


LOSING A FIGHT

If you are defeated in battle, immediately remove your ship from the board and reduce your health back to 10. However, you retain any health abilities from Captain or Crew Cards.

Also, if defeated by a Monster or Merchant, discard all of your gold. If defeated by another player, the victor receives all of your gold and 1 Treasure Map.

WINNING A FIGHT

When you win a fight against a Monster or Merchant, collect your rewards.

If you win a battle against another player, take all of the defeated player's gold and 1 of their treasure maps. Also, collect 4  from the draw pile.

TRUCE

After a Parlay or Fight, the two players involved now have a three round truce. Mark this by placing their Peace Token on the space directly underneath the player marker in the next year of the Merchant Chart.

Both players can still be attacked by all other players on the board. The truce ends at the start of the third round regardless of when the attack happened within the round.

RESPAWNING

When a player is killed, their ship is removed from the board until their next turn. On their turn, they choose any port and continue play as normal.

NOTE: Before respawning, players may choose to remove all their island markers, restarting their island progress. This is only advised in specific scenarios.

When you lose to another player:



Decrease Health to 10



Surrender Gold to Victor



Give 1 Map to Victor

When you defeat another player:



Take Gold from Loser



Take 1 Map from Loser



Draw 4 from Pile

Example: Red and Blue fight on Round 2 of Year 1713. Their specific Red and Blue Peace Token is placed on Round 2 of Year 1714.



PLAYER TIP:

Since your ship is not on the board, no one knows what your next action will be. You can use this lack of information to your advantage and make the best move strategically for your game.

ENDING ROUNDS & YEARS

END OF ROUND

At the end of every round, the First Player moves their player marker to the next space on the Merchant Chart. Move any remaining Merchants forward to the next marked space on the board. Merchants should always be placed on the hex that coincides with the number on the Merchant Chart.

END OF YEAR

When you reach the end of a year on the Merchant Chart, replenish all of the Merchant ships back to space “1.”

Every year, the Merchant’s health grows by one and an event card is enacted.

EVENT CARDS

Before beginning play for the year, flip an event card.

Event Cards add a new game condition that applies for the entire year, until the next event card is flipped.

NOTE: There is no event card for the first year.



TREASURE MAPS

There are four ways to gain Treasure Maps:

VISIT ALL 5 ISLANDS

Players who visit all 5 islands receive 2 Treasure Maps. They must then remove all their island markers (except for the one from the island they are on) before they can try to collect 2 Treasure Maps again.

DEFEATING 4 MERCHANTS

Players who kill 4 Merchants receive 1 Treasure Map. Keep track of this via your loot cards. Once you reach 4 cards in hand, exchange them for a Treasure Map. This may happen multiple times.

KILLING MONSTERS

Players who kill Monsters receive 1 Treasure Map and rewards based on the Monster. Players may kill multiple Monsters, but never the same Monster twice.

STEALING FROM PLAYERS

Players who kill another player steal 1 Treasure Map from them. Players do not lose a map if they are killed by Merchants or Monsters, only if killed by players.

IMPORTANT: You are ALWAYS capped at 6 Treasure Maps even if you complete a goal that should give you beyond that amount. In the event that you kill another player while in possession of 6 Treasure Maps, the defeated player retains their Map. You collect the same reward of gold and notoriety but not the Map.

WINNING THE GAME

To win the game, you must have at least
5 Treasure Maps in your possession.

In order to sail through the Infinity Storm and reach Treasure Island,
you must upgrade to at least 16 health.

The first player to reach Treasure Island with 5
or more more Treasure Maps wins!



5 TREASURE MAPS



16 HEALTH



1ST TO TREASURE ISLAND

STRATEGY TIPS

Picking Captains: If you are the first to pick your Captain, you will most likely get the worst port, so plan accordingly. If you are last to pick your Captain, choose a Captain that will be strong against the other chosen Captains.

Captain's Strengths: Play to your Captain's abilities in order to get the most benefit from them.

Close Quarters vs Open Seas Maps: Adjust your game plan based on the board you have chosen to play on. Some boards allow for more movement around the map while others force players into a corner.

Maximize Your Minimums: Crew Cards help to reduce the pain of rolling low numbers even when you have upgraded dice.

Attacking Others: Don't shy away from attacking a player, it may be your best option. Remember that the attacker always has the advantage of rolling first.

Being A Vulture: Pay attentions to other players. They may put themselves in a vulnerable position after a fight. Swoop in and defeat them while they are weak.



SOLO MODE

Danger swirls like the infinity storm itself! The Royal Navy's bloodthirsty bounty has unleashed every cutthroat captain on the seven seas, hungry for your head. Only the legendary lost treasure of San Miguel offers escape.

Find it and reach Treasure Island before the storm, the hunters, and your own fate engulf you!

Solo mode in *Rogue Seas* offers a thrilling single-player experience with 3 key adjustments:



Unique Events

Unlike in the base game, you choose between two options on every event card.



Port-Based Pirate Battles

Prepare to face off against enemy captains at every port, testing your combat prowess.



Escalating Storm

The Infinity Storm progressively strengthens, culminating in a climactic finale.

OBJECTIVE

In Solo Mode, your objective is to gather 5 Treasure Maps and make it to Treasure Island before you can no longer pass through the storm.

SET UP

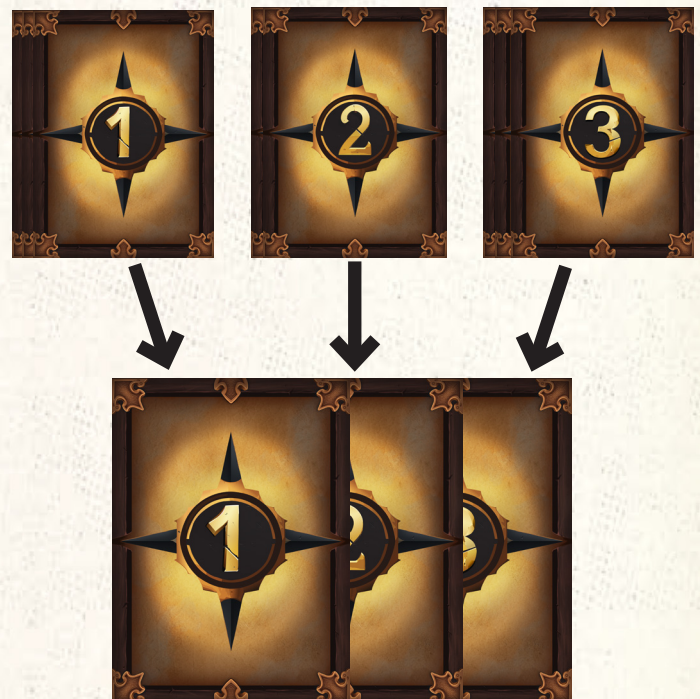
Follow the standard setup for the base game.

ENCOUNTER CARDS - SET UP

Remove your chosen Captain from the Encounter Cards and then divide them into piles separated by the numbers on the back. Shuffle each pile.

Draw 1 card from each pile and stack them facedown: easiest (Level 1) on top, hardest (Level 3) on the bottom. These are your pirate adversaries!

Lastly, choose a starting port. On the remaining 3 ports put a player marker to signify ports your pirate adversaries have blocked. Any time you pass through a port with a player marker, you must face a pirate!



GAMEPLAY


Gameplay follows the same base game rules and turn phases. Add on the following conditions.

EVENT CARD

Every three turns, draw an Event Card and enact your choice of the two options. The effects of the Event Cards will be played immediately or will change the game over the next 3 turns.

ENCOUNTER CARDS - IN PLAY

Whenever a player lands on or passes through a port with a player marker on it, they must face an enemy captain. Draw an Encounter Card and decide to either engage the pirate or chance an escape.

If you wish to try and escape, use the standard escape rules. Each Encounter Card specifies the escape dice the captain rolls. Escaping still costs 2 .

If a player successfully escapes, they may stay in port and upgrade their ship, recruit crew, or repair their ship. However, if they return to this port later (or a different port for that matter), they must still face this enemy captain again.

Alternatively, you may fight, but the enemy Captain ALWAYS attacks first. Combat follows the same rules for the standard game.

If you defeat your foe in battle, take the reward listed on the card. If a player kills all 3 enemy captains, they gain a Treasure Map!

If you are defeated you lose all of your gold, but keep your treasure maps. You then respawn on any port. However, if you respawn on a port still occupied by an enemy captain, denoted by remaining player markers, you must immediately fight them again. You ALWAYS face the same captain at each port until they are defeated.

INFINITY STORM

The Infinity Storm intensifies in 1715 and increases by +1 after each event card. After turn 3 in 1717, the Infinity Storm reaches -20 and the game is over.

Good luck on these perilous seas, brave pirate!



The image shows a 'Merchant Chart' board for 'SOLO MODE'. The board is a grid with 'Year' on the right and 'Merchant Health' on the left. The years are 1711, 1712, 1713, 1714, 1715, and 1716. The merchant health values are 2, 3, 4, 5, 6, and 7 respectively. Each cell contains a 3x3 grid of numbers 1, 2, and 3. Event cards are placed in the first column of the grid for years 1712, 1713, 1714, and 1715, each with a '+1 event card' label. Two encounter cards are shown below the board: 'Jack Rackham' and 'Sir Henry Morgan'. Jack Rackham has Health 6, Attack 4, Escape 6, and Reward 2 and 4. Sir Henry Morgan has Health 16, Attack 6, Escape 6, Ability -1, and Reward 4 and 2.

GOLDEN AGE CHALLENGE

Test your mettle in the Golden Age Challenge! This mode makes death sting a little more:

lose a treasure map each time you are defeated in battle.

Also, to reach the fabled Treasure Island, you'll need to amass a whopping **6 treasure maps.**

Buckle up, pirates, and prepare for a truly legendary adventure!

PIRATE LEGEND CHALLENGE

Ascend to PIRATE LEGEND status with this ultimate test of skill and cunning!

Death continues to sting in this mode as **you lose a treasure map with each defeat.**

To conquer this challenge you must gather **7 treasure maps!**

Only the most daring and resourceful pirates will emerge victorious!

EVENT CARD REFERENCE

Armed to the Teeth: Merchants do an extra 2 damage every roll.

Assemble the Brethren Court: Players are not allowed to fight one another for the next three turns. If a player has 5 Treasure Maps, they can be attacked by other players. However, the player with the 5 Treasure Maps cannot initiate an attack

Crackdown on Piracy: When landing in a port, you do not get the chance to repair your ship. You can still upgrade your maximum health and buy health crew cards. However, those upgrades will not be applied to your current health until you land in a port after the event card has ended.

Hurricane Season: Subtract 1 from all movement dice rolls; this does not include escape rolls. Players always move a minimum of 1 even if they happen to roll a 1 during this event.

Pirate Blockade: Stay in port and receive 4 gold. To qualify for this benefit, a player must start their turn in port and skip their movement phase. You can then use that gold to upgrade your ship. If you have a card that gives your +1 gold when you gain gold, that benefit is applied here as well.

South Sea Smugglers: All players can cargo an extra 4 cargo, raising the maximum from 6 to 10. When you defeat a Merchant, receive +2 gold along with the regular reward. At the end of the event, players must discard any extra cargo beyond their original maximum.

The Flying Gang: When a player kills a monster, they receive an extra 3 gold and 3 notoriety on top of the reward for defeating the monster.

The Pirate Trade Route: Upgrade either your weapons or navigation die for free.

The Winds are Against You: If another player attacks you, you cannot escape. You can still attempt to parlay but if the Attacker does not agree, you must fight them.

West India Trade Embargo: All upgrades increase in cost by 1 gold.

CREDITS

Game Design

Josiah Schwarz & David Kloehr

Artwork

Imad Awan

Graphic Design

Maximilian Gotthold,
Brandon Thomas & Imad Awan

Publisher

Mighty Paladin Games

Special Thanks To:

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