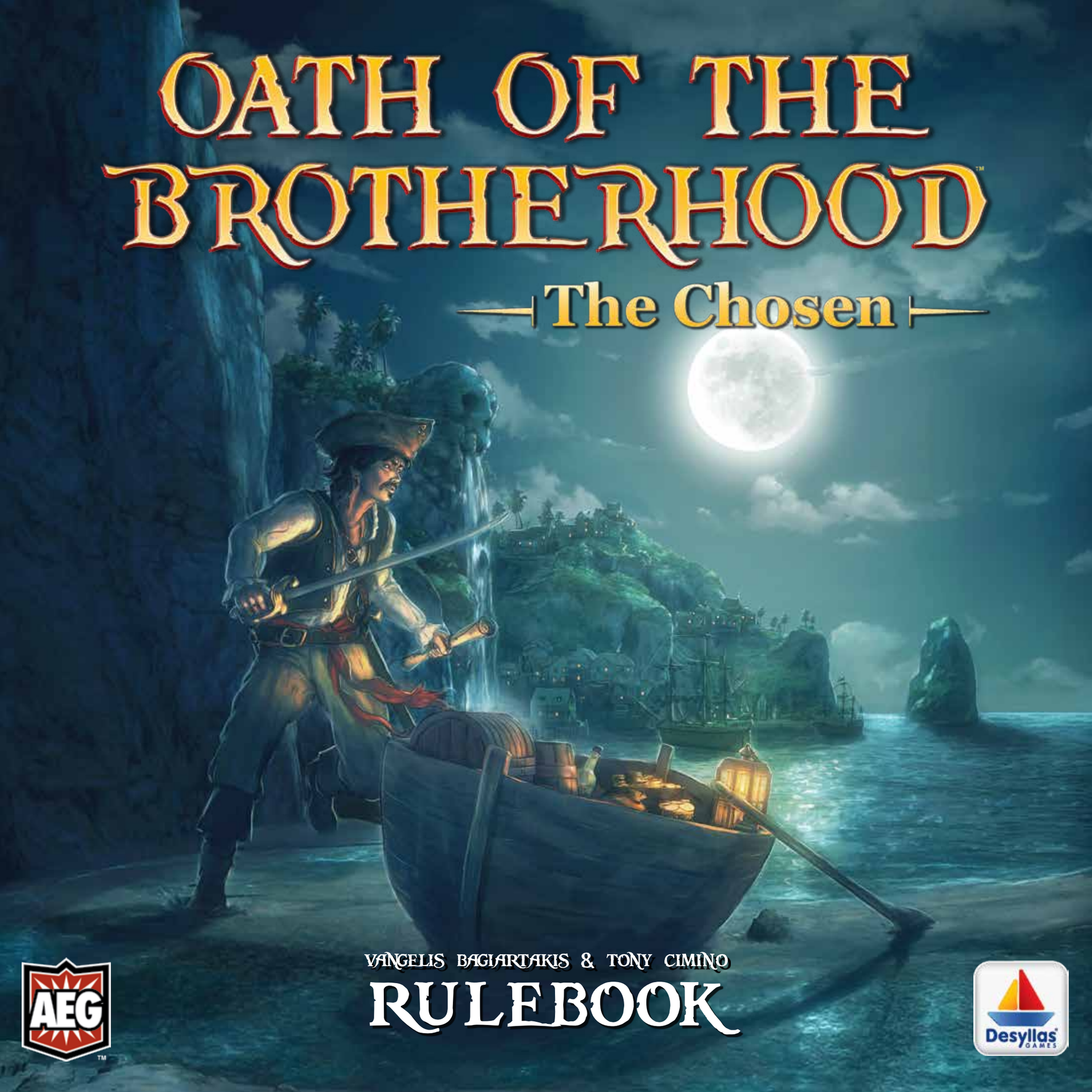
OATH OF THE BROTHERHOOD™

The Chosen



VANGELIS BAGIARTAKIS & TONY CIMINO

RULEBOOK

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OATH OF THE BROTHERHOOD

The Chosen

A GAME BY VANGELIS BAGIARTAKIS AND TONY CIMINO
FOR 2 TO 5 PLAYERS, AGES 14 AND UP

GOAL

In *Oath of the Brotherhood*, the players are pirates who want to join the Brotherhood. In order to prove their worth, they take on missions which, when fulfilled, grant them Victory Points (VP). At the end of the game, the player with the most VP is the winner.

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COMPONENTS

Your game of *Oath of the Brotherhood* should include the following. If it does not, contact **customerservice@alderac.com** for assistance.


1 Game board


5 Player boards


22 Action cards


20 Black Market cards


33 Mission cards


15 Tavern cards


10 Exploration cards


25 Equipment tokens


25 Ally tokens


25 Supply tokens


25 One Doubloon coins


15 Five Doubloon coins


5 Toughness tokens in different colors (1 per player)


10 Flag tokens in different colors (2 per player)


1 First Player Token (Compass)


5 Pirate pawns in different colors (1 per player)


1 Round marker (Pirate Ship)


15 Mate pawns in different colors (3 per player)



1 Rulebook

PLAYER BOARD

All players have a Player board in front of them to help them keep track of their progress. The Player board consists of:

1. **The pirate's name**.



2. **The pirate's ability / starting bonus**.

3. **The Toughness Track**. Players use a Toughness token to track their current Toughness. At the beginning of the game all players start with 3 Toughness (unless they have a special ability, see **Pirates** pages 5-6).

4. **The benefits** gained by gathering the various resources. There are 3 resources in the game: Equipment, Allies and Supplies. Whenever a player gains one of these resources, its token is placed on one of the 4 corresponding spaces (or items). Depending on where exactly it is placed, the player gains a special benefit. See page 11 for a detailed explanation of what benefit each item provides.

AVAST YE!

Each space on the Player board can fit just one token. If for example a player has a Sword—having placed an Equipment token on that space—they cannot put another token on top of it. If they gain another Equipment token, they will have to place it on a different Equipment item space.

5. **The small boat**. If a player already has 4 tokens of the same resource and gains another one, they may put it on their small boat. That does not grant them any additional benefit, it is just used to store the extra token. The small boat can hold at most one token of each resource. That means that a player may never have more than 5 tokens of the same resource in total. If a player has 5 tokens and gains one more due to an ability, that token is discarded. Also, tokens are never allowed to move between spaces on the Player board.

AVAST YE!

The various Resource tokens are also used to complete Missions given by the Brotherhood. When a player wants to complete a Mission (usually when using the ability of the Brotherhood location), he just discards the required tokens from his Player board.

When a token is discarded, the player loses the benefit provided by that token.



LOCATIONS

There are 10 Locations on the island. Each Location has an ability that is only used when a pawn is placed there, which benefits the player whose pawn it is.

Bazaar, Blacksmith, Docks: Gain 1 Resource token—Supply, Equipment and Ally respectively—and place it on your Player board (see **Player Board**, on page 2).







Beach: Draw 1 Action card.





Action cards are kept secret from other players. They can be played at any time during the player's turn and their effect is applied immediately (see **Action Card**, page 8).

There is no limit to how many Action cards a player may have in his hand, and to how many can be played in a player's turn.

Black Market: Pay the cost shown on the board above the Black Market card in Doubloons to gain the corresponding Resource tokens and/or draw the Action cards depicted on it.





After a player gains the Resource tokens and/or draws the Action cards depicted on it, the Black Market card is discarded.

Bridge: Gain 2 Doubloons.



Brotherhood: Complete a Mission card from your hand, gain a new one from those available or do both.





AVAST YE!

Completing a Mission: In order to complete a Mission, a player reveals the Mission card, discards from their Player board the required Resource tokens and pays the amount of Doubloons listed, if any. They then gain the Victory Points depicted on the card (by advancing their Flag token along the VP track) as well as any additional benefits that may be listed by placing them on their Player board (see **Player Board** page 2). The Mission card is kept face up, near that player's Player board.

Gaining a New Mission: In order to gain a new Mission, a player chooses one of the available Mission cards on the board and takes it in their hand. The Mission cards remain secret until they are revealed when completed.

Mission Limit: There is no limit to how many Mission cards a player may have in his hand. However, each time a player uses the Brotherhood's ability, they may only complete 1 Mission and/or gain 1 new one and in that exact order—first they complete and then they gain a new one.

Inn: Gain 2 Toughness, to a maximum of 5 (any excess Toughness is lost).



Unlike what happens at other Locations (see **Phase 2 - Actions**, page 9), the second player to put a pawn at this Location does not lose any Toughness.

Tavern: Pay 1 Doubloon to gain the current face-up Tavern card as a Follower.





When a player gains a Follower, they place the card next to their Player board. That Follower grants them a specific ability. A list with all the Followers and their abilities can be found on page 11 of this rulebook.

AVAST YE!

In order to use a Follower's ability, the player must place a pawn at a specific Location (see **Card Anatomy**, page 8). For example, Liveaux the "Wasp" may only be used at the Blacksmith. Upon placing a pawn on the Blacksmith, the player may use both the Blacksmith's and Liveaux's abilities at the same time.

Two of the Followers ("Skillful" Ben and "Royal" Morgan) do not state any Location. This means their ability and is always in effect (see **Phase 1 - Replenishment**, page 9).

In order to use a Follower, turn the card sideways 90 degrees. A used Follower cannot not be used again in the same round.

There is no limit to the number of Followers a player may have.

Watchtower: Take the First Player token and draw an Exploration card. The First Player token will allow the player to play first in the next round. The Exploration cards show new Locations on the board, each one with its own ability. A list with the abilities of all the Exploration cards can be found on page 10 of this rulebook.





AVAST YE!

When a player draws an Exploration card, they immediately place it face-up on the board, by overlaying the card on the part of the island it shows. The Location shown on the Exploration card becomes available for all players and its ability can be activated in the same fashion as any other Location already on the board.

PIRATES

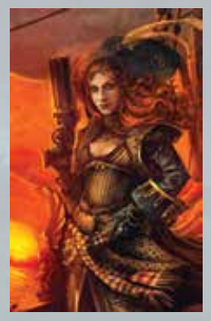
EDWARD MANSELD - THE LORD



A Pirate of noble origin. He was born in England to a noble man and an innkeeper's daughter. Noble life was not his style and he decided to sail away with his great fortune. He favours Tortuga and Port Royal.

- **Ability:** Start the game with 2 additional Doubloons.
- When you complete a Mission, ignore 2 Doubloons tokens from those required.

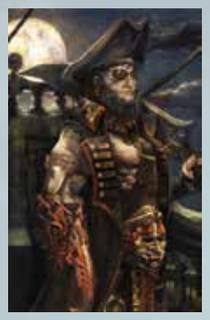
MARIE LE MONDE - THE GUNNER



A Pirate's daughter. Marie followed in her father's footsteps and secretly plundered commercial ships belonging to her husband. Her unsuspecting husband still gives her access to his shipping manifests. With her French beauty and love of guns, she is as irresistible to men as she is dangerous.

- **Ability:** Start the game with an Ally token.
- When you complete a Mission, ignore one Ally token from those required.

NEVIS JACKSON - THE BLACK HAWK



Originated from the Caribbean island. Nevis is scary at first sight, but fair to his prisoners. He cut off his own hand to escape from prison and had a blacksmith forge a replacement hawk-like hook for his arm. This gives him great strength and toughness to defeat his opponents.

- **Ability:** Start the game with 2 additional Toughness.
- When you complete a Mission, you gain 1 extra VP.

RODRIGO DE CORTEZ - THE CONQUISTADOR



A natural born wanderer and explorer. Born in Spain, he always challenges an enemy pirate to a fencing battle to the death. He constantly travels in order to conquer anything that will bring him fame and gold.

- **Ability:** Start the game with an Equipment token.
- When you complete a Mission, ignore one Equipment token from those required.

WILLIAM MCGRAVES - THE RED ALE



The Scotsman. McGraves wears his traditional kilt all the time. His passion for red ale gave him his nickname. Like all his ancestors he is fond of storing supplies and his ship is always full of rum, water, food and gunpowder. After each battle he always plays his bagpipes.

- **Ability:** Start the game with a Supply token.
- When you complete a Mission, ignore one Supply token from those required.



SETUP

1. Place the board on the table.

   Separate the cards by category, shuffle them and place them face-down in 5 decks next to the board. Then draw a number of cards from each deck and place them face-up on the board at the appropriate places:

   - 3 Black Market cards on the Black Market
   - 3 Mission cards on the Brotherhood
   - 1 Tavern card on the Tavern
2. Place the Round marker on the first space of the Round track.
3. Place the tokens (Equipment, Allies and Supplies) and Doubloons in piles next to the board.
4. Each player chooses a color and receives the following:
   - **1 Player board** (either at random or by choice)
   - **1 Pirate, and Mates** of the chosen color and Doubloons according to the number of players:

Number of players	Mates	Initial Doubloon
2-3	3	3
4-5	2	4

   - **2 Flag tokens** of the chosen color placing one in front of them and one on square 0 of the Victory Point track.
   - **1 Toughness** token of the chosen color, placed on the indicated space of the Toughness track on the Player board (usually the 3rd space)
   - **1 Mission card** from the Mission deck, kept hidden from the other players.
   - Each player also checks their Player board and receives their **pirate's ability/starting bonus**. For pirates that start with an Equipment/Ally/Supply token, it is placed on any of the 4 corresponding spaces (see page 3).
5. The player looking the most like a pirate takes the First Player token.

AVAST YE!

In a 5 player game, draw the first 2 Exploration cards and place them face up on the board, on their corresponding spaces (see the **Watchtower** section on page 5).

INITIAL BOARD SETUP



CARD ANATOMY

ACTION CARD

1. **Name:** the name of the Action.
2. **Effect:** what happens when the Action card is played.
3. **Flavor text:** a piece of text that has no effect on the game.

BLACK MARKET CARD

1. **Name:** the name of the Black Market card. All Black Market cards are named Purchase.
2. **Art:** a drawing of the Black Market.
3. **Effect:** tokens gained and/or Action cards drawn when the Black Market card's cost in Doubloons (shown on the board above the card's spot on the Black Market) is payed.

MISSION CARD

1. **Name:** the name of the Mission.
2. **Cost:** the number of Resource tokens and/or Doubloons you must pay to complete the Mission.
3. **Flavor text:** a piece of text that has no effect on the game.
4. **Reward:** the reward gained when the Mission is completed (it always is VP, but can also give a specific token or Doubloons).

EXPLORATION CARD

1. **Name:** the name of the Exploration card. All Exploration cards are named Discovery.
2. **Art:** The part of the island the Exploration card needs to be overlaid onto to become a Location.
3. **Effect:** the ability of the Location that players can now use when placing a pawn there. It also provides players with the name of the Location.

TAVERN CARD

1. **Name:** the name of the Follower.
2. **Art:** a visual depiction of the Follower.
3. **Location:** the location where the Follower can be used.
4. **Effect:** the benefits gained when the Follower is used.
5. **Flavor text:** a piece of text that has no effect on the game.

ACTION CARD



BLACK MARKET CARD



MISSION CARD



EXPLORATION CARD



TAVERN CARD



HOW TO PLAY

The game is played in a series of rounds depending on the number of players.

Number of Players	Rounds
2-3	7
4-5	10

TAKING A TURN

Each round consists of 3 phases, taken consecutively:

1. **Replenishment**
2. **Actions**
3. **End of Round**

PHASE 1 - REPLENISHMENT

Skip this phase during the 1st round.

In the Replenishment phase of every round, the player with the First Player token **must**:

- **Advance the Round marker** by one space on the Round track.
- **Discard the available Mission cards** in the Brotherhood and draw 3 new ones to replace them.
- **Discard the Tavern card** from the previous Round (if it is still on the board) and draw a new one to replace it.
- If there is a card in the single-Doubloon space on the Black Market, discard it. Then **slide each remaining card** to the rightmost available space. Draw new cards from the Black Market deck to fill the empty spaces.
- **Restore all Followers** to their unused position.

Abilities that occur at the beginning of a round (for example "Royal" Morgan's and "Skillful" Ben's abilities) also take effect during this phase.

PHASE 2 - ACTIONS

The player with the First Player token takes one of their pawns (either the Pirate or a Mate) and places it on a Location on the board, in one of the empty (available) circular spaces. They then use the ability listed on that Location (see **Locations**, page 4).

When they are done, it is the turn of the player on their left to play. Similarly, they take one of their own pawns, place it on an available space at a Location on the board and use its ability.

Play continues this way until all players have placed all of their pawns. The phase is then over and players proceed to the End of Round.

AVAST YE!

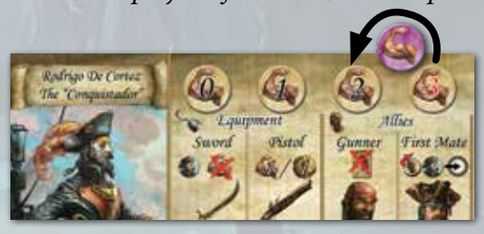
When a player places one of their pawns on a Location where there is already another player's pawn, they have to "fight" each other so the second pawn can get a chance to use the Location's ability. As a result, the player of the second pawn loses 1 Toughness (see **Player Board** on page 2). When a player has 0 Toughness, they cannot place one of their pawns on a Location already occupied by another player's pawn.

Attention! If there are no available spaces at a Location, a player cannot place one of their pawns there.

EXAMPLE



It is the 2nd round of the game. John has the First Player token so he plays first. He places one of his mates on the Blacksmith in order to take one Equipment token. Mike, the player on his left, plays next. Mike also wants one Equipment token so he places one of his mates on the second space of the Blacksmith. However, since John's pawn is already there, he loses 1 Toughness by moving the Toughness token on his Player board one space to the left. Laura, the player after Mike, cannot place one of her pawns at the Blacksmith's location—there are no available spaces—so she has to choose one of the other Locations.



PHASE 3 - END OF ROUND

During this phase all players take back their pawns from the board and place them next to their Player boards. After everyone has done so, the round is over and the next round can begin, starting with Phase 1.

END OF THE GAME

At the end of the 7th round (if playing with 2 or 3 players) or the 10th round (if playing with 4 or 5 players) the game ends.

When that happens, the players each have one last chance to complete one of their own Mission cards. To do so, they discard the required tokens from their Player board and only gain the amount of Victory Points listed on the card. They do not gain any additional rewards that may be listed on the Mission card, nor do they need to be at the Brotherhood to do so.

Then they check the table below to see if they gain any bonus Victory Points. Each of these points can go to only one player. If there is a tie, no player gains the bonus.

Condition	Bonus VP
The player who completed the most Missions	1
The player with the most Doubloons	1
The player with the most tokens on their Player board	1
The player with the most Followers	1
The player with the highest Toughness	1

The player with the most Victory Points is the winner!

EXAMPLE

It is the end of the 7th round and John, Mike and Laura just finished their game with 25, 24 and 21 points respectively. However, Laura has one more Mission card in her hand that she can complete. She discards the required tokens and gains 4 more points to put her at 25 VP. They then check the table with the End Game Conditions and Bonus Victory Points. John and Mike have completed 5 Missions while Laura completed 6. This gives her another VP getting her to 26. John ended the game with 1 Doubloon while Mike and Laura had 3. Since they are tied for the most Doubloons no one gets that bonus. John ends up getting the bonus for the most tokens on his Player board (he has 2 while the other two have just 1) and the bonus for the most Followers (he has 3 while Mike and Laura have 2 and 1 respectively). Finally, Mike gets the bonus for highest Toughness since he finished the game with 3 while John and Laura had only 1. The final score is John 27, Mike 25 and Laura 26. John wins the game and gets to become a member of the Brotherhood of Pirates!

In case of a tie, the winner among those tied is the player who completed the most Missions. If there is still a tie, the winner is the player with the most Doubloons and if there is still a tie, the winner is the player with the most tokens on their Player board.

In the rare case that 2 or more players are still tied, they all get a shared victory!

CARD REFERENCES

BOARD LOCATIONS

Bazaar: Gain 1 Supply token.

Beach: Draw an Action card.

Black Market: Pay a card's cost in Doubloons and gain what is depicted on it. The card's cost is printed on the board above the space the card sits on.

Blacksmith: Gain 1 Equipment token.

Bridge: Gain 2 Doubloons.

Brotherhood: Complete and/or draw a Mission card.

Docks: Gain 1 Ally token.

Inn: Gain 2 Toughness, to a maximum of 5.

Tavern: Pay 1 Doubloon and gain the current face-up Tavern card as a Follower.

Watchtower: Gain the First Player token, then draw an Exploration card and place it on the board.

EXPLORATION LOCATIONS

Ancient Temple: Lose 1 Toughness to gain 1 Equipment token and 1 Doubloon.

Arena: Lose 1 Toughness to gain 3 Doubloons.

Cave: Lose 3 Toughness to gain 1 Equipment token, 1 Ally token and 1 Supply token.

Corsair Tower: Gain 1 Ally token or 1 Equipment token.

Hideout: Gain 1 Equipment token or 1 Supply token.

Hut: Gain 1 Ally token or 1 Supply token.

Old Port: Lose 1 Toughness to gain 1 Ally token and 1 Doubloon.

Shipwreck: Lose 1 Toughness to gain 1 Supply token and 1 Doubloon.

Thieves Den: Pay 2 Doubloons to gain 2 Equipment tokens, 2 Ally tokens or 2 Supply tokens.

Witch: Pay 1 Doubloon to gain 3 Toughness.

FOLLOWERS

"Anchor" Josh (Docks): Gain 1 Ally token.

"Boa" Bill (Bazaar): Pay 1 Ally token to gain 1 Supply token and 1 Equipment token.

"Chatty" Sylvia (Inn): Gain 1 Food or 1 Water.

Dollar the Accountant (Bazaar): Gain 1 Supply token.

Emanuel "Goldtooth" (Black Market): Pay 1 Doubloon less at the Black Market.

James "Tipster" (Docks): Pay 1 Equipment token to gain 1 Ally token and 1 Supply token.

Liveaux the "Wasp" (Blacksmith): Gain 1 Equipment token.

Maggie the "Mermaid" (Beach): Draw 1 Action card.

Mister Billion (Brotherhood): Whenever you complete a Mission, gain 1 additional VP.

Oliver the "Tree" (Bridge): Gain 2 Doubloons.

"Openeye" Roy (Blacksmith): Pay 1 Supply token to gain 1 Equipment token and 1 Ally token.

"Royal" Morgan: At the beginning of every round, gain 1 Toughness.

"Skillful" Ben: At the beginning of every round, gain 1 Doubloon.

Waitress Freema (Tavern): You may pay 1 Doubloon to gain the top face-down Tavern card from the Tavern deck as a Follower.

William the "Map" (Watchtower): After you place an Exploration card on the board, you may immediately use its ability without placing a pawn there.

PLAYER BOARD ITEMS



ALLIES

Gunner: When another player enters a Location occupied by one of your pawns, that player may not use any Followers.

First Mate: During your turn, discard to move your Pirate pawn to an available space on a Location (following all rules for placement) and use its ability immediately.

AVAST YE!

Items that are discarded may only be used once per turn (even if you gain another copy of the item in the same turn), before or after you place your pawn.

Parrot: During your turn, discard to complete a Mission without having to go to the Brotherhood (you still have to fulfill its requirements).

Monkey: When you place your Pirate pawn on a Location already occupied by another player, you may discard this token to steal an Equipment or Supply token from that player (you gain the exact Resource that player had).



EQUIPMENT

Sword: When you use your Pirate pawn to enter a Location already occupied by another player, you do not lose 1 Toughness (nor a Doubloon if the other player has a Pistol). A sword doesn't allow you to move your Pirate pawn when you have 0 Toughness.

Pistol: When another player enters a Location occupied by one of your pawns, you may have that player pay you 1 Doubloon (instead of losing 1 Toughness). If he has no Doubloons, then they must select a different Location to move to.

Spyglass: Whenever you draw an Exploration card, look at the top 2 cards and choose the one you want. You may place it on the board at the beginning of your next turn instead of placing it immediately. Put the other card at the bottom of the Exploration deck.

Sextant: Whenever you draw an Action card, look at the top 3 cards and choose the one you want. Put the others at the bottom of the Action deck.



SUPPLIES

Gunpowder: During your turn, discard to remove all pawns from one Location. Their controller(s) lose 1 Toughness for each of their pawns you remove. Leave these pawns on the side of the board—they may not be used again in the same round.

Rum: You do not pay any Doubloons when using the Tavern.

Food: During your turn, discard to gain +2 Toughness.

Water: Whenever you use one of your Mates, you may have him use the same action that another one of your Mates used earlier in the same round (place the new Mate next to the previous one on the board, without using any of the spaces. You do not lose Toughness or a Doubloon if another player's pawn is also there).

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