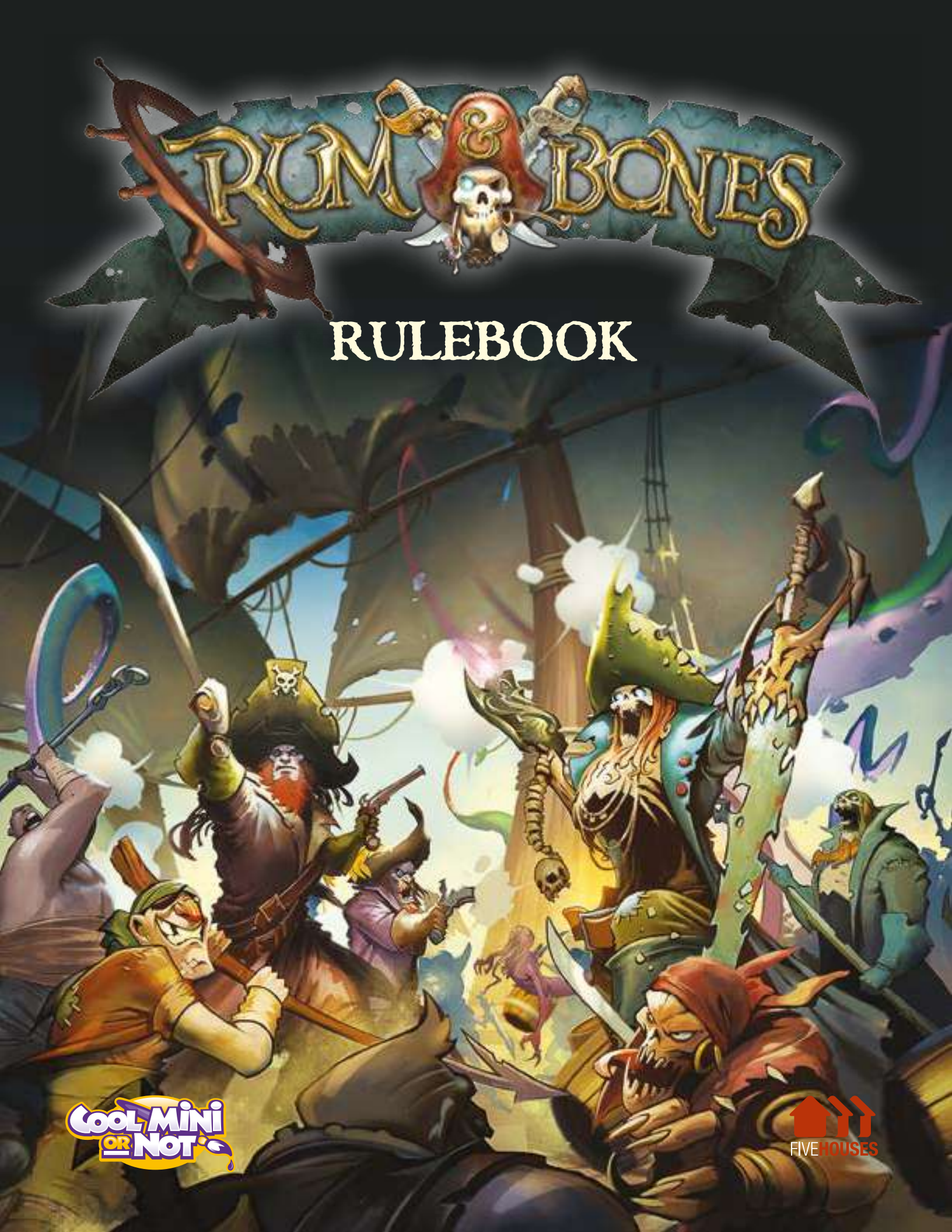
RUM & BONES

RULEBOOK



Cool Mini or Not

FIVE HOUSES

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INITIATION

By Eric Kelley



"So that's it then, eh? Davy Jones' treasure?" The new crewman, Draber, leered at the huge iron-bound chest.

"Aye, mate, that it be," said Collin, his shipmate and oldest friend. "Want a look? Bring that lantern closer."

Draber unhooked the swaying lantern and brought it aft. The ship's timbers creaked with the moderate sea, and the water hissed along her side. He paused over the chest, apprehensive. "Won't the cap'n have the hide off us for pokin' about in his treasure?"

Collin unlocked the chest. "Nay, just don't take any, or he'll know. Besides, where would ye spend it out here on the waves?" He lifted the lid. The countless pieces of eight glinted back under the lantern light.

Draber tried to count, but he'd never gotten past a score, having no head for numbers. And here were score upon score, all irregularly shaped and cut from dozens of nations across time. Draber's hand moved of its own accord towards the coins. He wanted to run his hands through that unimaginable wealth, watch them fall, coin by coin. He jerked his hand away as Collin slammed the lid shut.

"Watch yerself, mate," said Collin. "Ye've got yer own coin, given when ye joined the crew. These be the cap'n's. It's old magic this, and only the cap'n an officers know how to work it."

Draber took his own piece of eight from his coat pocket. It was pretty, like all coin, but ordinary enough. He turned it over in his hands. "So this keeps us safe, eh? Good luck, is it?"

"Way more'n that, mate. I been stabbed, clubbed, drowned, strangled, an' once I even took a blast o' grape right to me head. But am I dead?" He rapped his knuckles on his skull. "No, mate, I ain't. I just wake up in the hold like all the rest of us. Ye'll see, when we find us some prey."

Draber had heard this story a few times from the various crewmen. He had chalked it up to grog and boasting, but he'd known Collin for years. He was reasonably sober (for a pirate), and wasn't really one for fanciful tales (unless talking to the wenches at the tavern). Still he shook his head. "Well, whate'er ye say mate."

Collin's face filled with a gap-toothed grin. One tooth glinted back, solid gold. "Don't believe me, eh? Would you rather end up in the Locker?"

Draber shrugged. "It's how it is at sea, mate. Always

figured I'd end up there in my time. If I weren't hanged ashore, first."

A deep voice from the ladder startled both of them. "A pirate's life for you, is it?" A huge figure stalked forward into the lantern light. A tall man, broad-shouldered with an immense red beard. Captain Daniel Pale himself. "Draber, isn't it? Ye don't believe Collin here?"

Draber stood up straight and ludicrously smoothed his unruly hair. "No, sir, Cap'n Pale, sir. It's not that. It's just... I mean, it stretches a shrewd mind, it does."

Captain Pale chuckled for a moment, then drew his pistol and shot Draber dead center.

Draber flinched at the huge sound in such a confined space, and felt the ball shatter his breastbone and rip through his heart. He gurgled a moment and pitched forward into blackness.

He awoke on his back a short time later, still down in the hold. Collin hovered over him, and Captain Pale stood by the open chest, brooding over the treasure.

Draber felt like he'd drunk an entire keg of rum. He groaned and sat up, looking into Collin's gap-toothed grin.

"Ye see, mate?" said Collin. He poked at the hole in Draber's shirt, the blood still warm. "Not dead, and not in the Locker. Davy Jones' magic is what it is."

Captain Pale spoke without looking at them. "The Locker is wide open, mateys. Those that die at sea can return, so long as they possessed a coin. And those that don't are trapped down there, lost between worlds, unable to rest, unable to return."

Draber's spine chilled at the words. "It's dark magic, it is," he muttered.

The captain heard. "Aye, matey, that it be." He scooped up a fistful of coins and sifted them through his fingers. "Nothing darker than Davy Jones ever sailed the waves. But now..." the last coin dropped, and Captain Pale turned towards them, eyes glinting. "Davy Jones is dead."

"It's true," said Collin. "We seen it."

Draber couldn't believe it. "How can what's dead die again?"

"How indeed," said the captain. He began to pace, hands behind his back, voice lost in memory. "'Twas off Madeira that the *Flying Dutchman* fetched our wake. Didn't know it was her at first. Just a speck on the horizon with dark clouds gathering behind. We closed under a full press of sail, only to find ourselves the prey and them hungry for souls.

"West sou'west we fled, to the West Indies. Still the *Dutchman* remained astern, drawing e'er closer. South we turned, through squalls and storms and round the edge of a hurricane, down into the Sargasso and into the doldrums, where we towed and rowed 'til our backs broke under the burning sun. Down back into the trades, our food nigh gone, and the water down to what we could catch from the sky.

"Still, the *Dutchman* remained. Every morning, that same cry 'Sail ho, dead astern!' We came to dread the dawn, for the phantom that haunted us."

"Aye," said Collin, shuddering. "Cap'n used decoys, an' runnin' full press all night through squalls, reckless we was. An' still she was there, right, sir?"

"Right you are, matey. When the *Dutchman* comes to call, the ship is doomed. So how did we survive? I'll tell ye: sou' sou'west we fled again. Down the Brazilian coast, and round the horn in a full tempest, the wind veering and backin', and us crackin' on 'til all sneered again. Across into the Pacific, 'til we ground on our beef bones and not a scrap of leather aboard went un-chewed. Into strange waters we fled. Where the ocean twitched and the sky grew ashen, and sea herself turned wine-dark."

"It was a sight, make no doubt, mate," said Collin. "That's when the fire hit."

"The fire!" Draber was utterly drawn in, as though he'd been with them on that fateful voyage.

"Straight up from the sea," said Captain Pale. "A volcano, rushin' up dead astern, spewin' rocks and flame, and Satan's very breath. She caught the *Flying Dutchman* amidships, tossed her into the air like a toy."

"Heh," snickered Collin. "Flyin' indeed, right, Cap'n?"

But Captain Pale didn't attend, lost in his narrative. "She broke apart when she crashed down on that virgin hellscape. Shattered and aflame. Nothing survives that, matey. Not even what's dead."

No one spoke for a long minute. Then Draber's brow furrowed. "But, beggin' pardon, Cap'n, did no one see Jones die? How do ye know for sure he's done for?"

"Aye, ye've got a brain in that low brow of yours, Draber. How, indeed?" He flicked a piece of eight through the air.

Draber caught it, and stared.

"The next day, every ship afloat found a few of these in her hold. We made nothin' of it at first. A few bits and bobs dropped by accident and falling through the beams to swirl in the bilge. But the power was evident to a few. Captains, mostly, those most like Jones himself. With enough of these, you can change the tide, matey, for better or worse. And then wasn't so long 'afore we discovered their... medicinal qualities."

Draber poked at the hole in his shirt again, thoughtful.

The captain continued, "With the Locker open, what's dead may return. And Davy Jones' realm is up for grabs. And so we search, and we hunt, and we comb the waves for any ship that carries a store of these dark trinkets. For whosoever possess the Treasure of Davy

Jones earns his dark powers, mastery of the waves, and the Locker itself to store away his plunder!"

Draber looked at the chest, awed. "It's beyond belief, it is...." He thought a moment. "But... Cap'n, does anyone else know these things?"

Captain Pale laughed and said to Collin, "This one's smarter than most."

"Aye, sir, my friend these last fifteen year."

Captain Pale held out his hand and helped Draber to his feet. "You survived your initiation with sanity intact. Welcome to the crew."

"You do this to everyone, sir?"

"Nay, just the new ones. So ye won't be afraid to throw yerself right at 'em!"

"At who, sir?"

The captain's grin got predatory. "The Bone Devils."

Running feet turned them towards the ladder. A ship's boy skipped down. "Cap'n, sir, word from the masthead. Black sails two points off larboard bow, and closing!"

"Albrecht. At last," the captain hissed. "Close under all plain sail, and hands to quarters. Look alive there, mateys, it's time earn us some coin!"



COMPONENTS

35 Wellsport Models



5 Heroes



6 Bosuns



24 Deckhands

35 Bone Devils Models



5 Heroes



6 Bosuns



24 Deckhands



10 Wellsport Bases (2 sizes)



10 Bone Devils Bases (2 sizes)



10 Objective Tiles



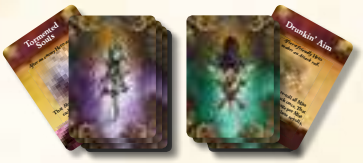
8 Six-sided Dice



10 Hero Cards



2 Sea Creatures Cards



60 Tide Cards



1 Wellsport Ship Board



1 Bone Devils Ship Board



1 Kraken Tile



3 Gangplank Tiles



1 Sea Dragon Tile



50 Coin Tokens



6 Deployment Point Tokens



6 Dead Man's Tokens



36 Damage Tokens (values 1 and 3)



15 Conditions Tokens

GAME OVERVIEW

Rum & Bones is a game of pirate adventure and swashbuckling action! In *Rum & Bones*, players take control of mighty pirate crews clashing in head-to-head fights, all in an attempt to wreak enough havoc on your opponent's ship and force them to surrender!

Your crew ranges from lowly deckhands to powerful heroes, each with their own roles to fulfill. It is up to you to use their unique skills and abilities to best your foes on the open seas. But, your crew need not rely on skill alone! The fabled **Treasure of Davy Jones** is the ultimate prize, and with it comes the might of the Seven Seas.

In *Rum & Bones* you will coordinate attacks, daringly rig over onto your adversary's ship, swash some buckles, and hopefully loot and plunder to your pirate heart's content!

Players alternate turns, activating all of their crewmen and heroes in an attempt to bring down the enemy ship. The first player to reach **6 Victory Points** wins. Players gain Victory Points by destroying the **Objectives** - the various important locations across the enemy ship, as well as achieving feats of strength such as slaying the **Kraken** or the **Sea Dragon.**

When a player reaches 6 Victory Points, the game immediately ends, and they are declared the winner!

SETUP

Select Faction

Each player must choose which **Faction** they wish to play. This game box contains the Wellsport Brotherhood and the Bone Devils, but others will be available in expansions. Which Faction a player chooses will determine many things, the most important being the Heroes a player has access to.





Select Heroes

Once a player has selected a Faction, it is now time to choose which **Heroes** they wish to play. **Heroes** are the major assets of every band of pirates - they are the unique characters whose traits, and abilities, will be used to assure victory for your faction!

When selecting Heroes, the following rules apply:

- Each player must select **5** Heroes.
- A player may only select Heroes belonging to their chosen Faction, or Mercenary Heroes (Heroes that will work for any Faction). Each Hero has a matching **Hero Card** that will tell you which faction they belong to, or if they are a Mercenary Hero.
- Note that a player may select a team made up entirely of Mercenary Heroes if they so wish. They must still choose a faction to represent.
- Each Hero has a **Role**. This is their specific job on their ship. There are **5** different roles- **Captain, Quartermaster, Swashbuckler, Gunner,** and **Brute**. Each player must select **one** Hero of each role.
- Both sides of the battle having a copy of the same Hero is allowed.

Once all players have selected which Heroes they wish to play, give the matching models for each Hero to that player. Each player should then place the model into one of the **Colored Bases** provided. Each Faction has a specific color of bases to use - this will allow all players to quickly identify which Faction a Hero belongs to once he is on the game board. Then, take the **Hero Cards** matching your selected Heroes, and place them face up within your reach.

Take Crewmen

In addition to Heroes, each Faction has a crew composed of a number of **Deckhand** and **Bosun** models, whose Faction is identified by their color. Deckhands are distinguished by their square bases, while Bosuns have round bases. Each player should take all 24 Deckhand and 6 Bosun models belonging to their chosen Faction, and place them within reach.



Bosuns Deckhands

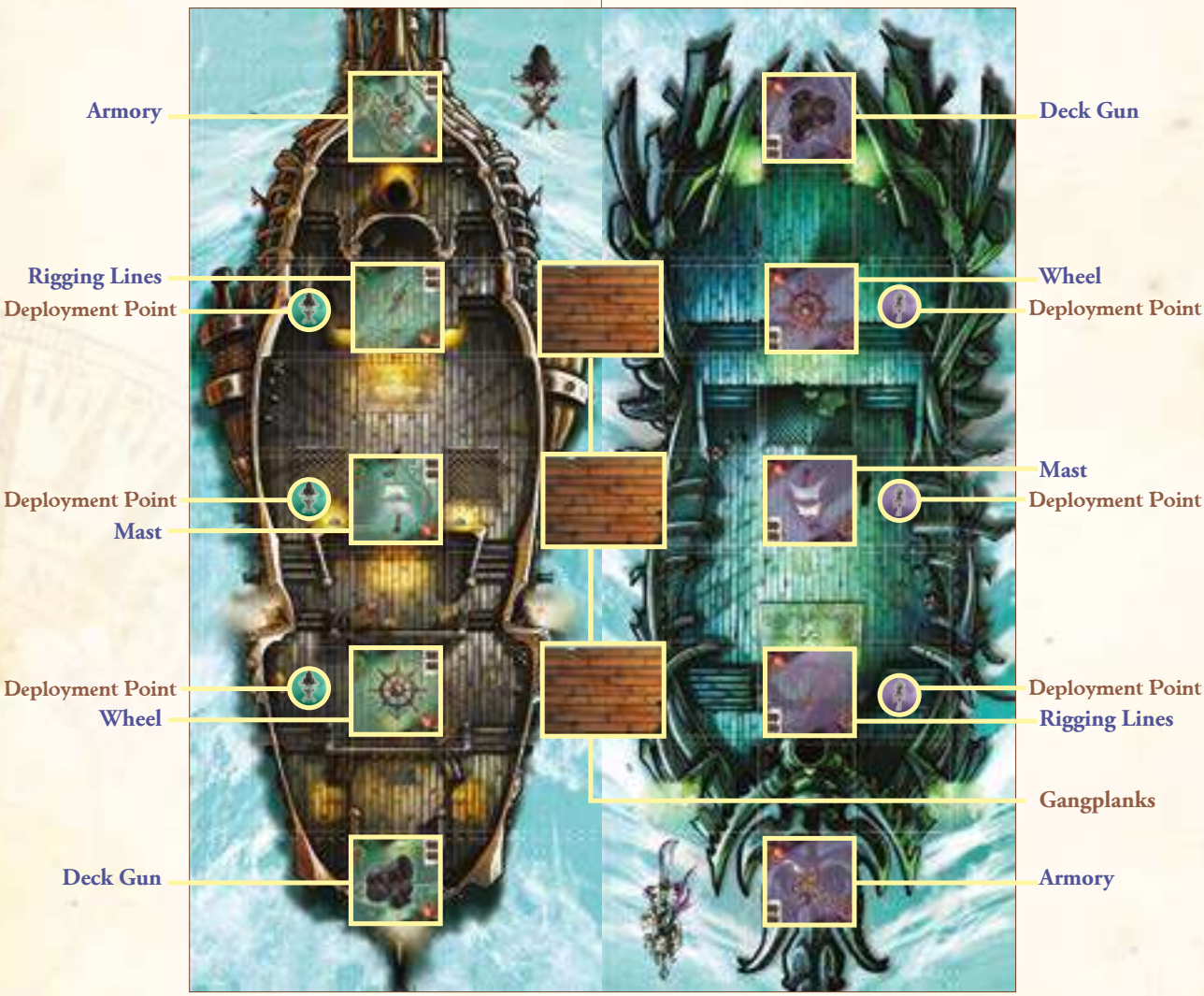
Take Tide Deck



Each Faction has a matching **Tide Deck**. The Tide Deck is a deck of thirty cards representing different special powers and abilities unique to that Faction. Tide Decks are identified by the Faction Symbol on the back of their cards. Take the Tide Deck matching your chosen Faction, shuffle it and place it face down within your reach.

Create Game Board

The Game Board for Rum & Bones is represented by 2 pirate Ships connected by 3 Gangplanks. Each of these Ships has a number of important areas on it, represented by various tiles. Once the Ship boards have been placed, arrange the various tiles as shown in the diagram below. The tiles should be placed so that the side with the image is facing up.



Populate Game Board

Each player places 4 of their Deckhands on each of the Zones on their ship containing the following Objectives: Rigging Lines, Mainmast, and Wheel.

Finally, take the **Dice**, **Damage Tokens**, **Condition Tokens**, **Dead Man's Token**, **Coins**, **Kraken** Tile and Card, and the **Sea Dragon** Tile and Card and place them within reach of all players.

Once this is done, Setup is complete, and you are ready to begin the game!

Davy Jones' Treasure



The primary reason pirates take to war is to collect Davy Jones' treasure: mythical coins with vast amounts of power held within. In Rum & Bones, your Heroes will use the power locked in these coins to unleash powerful attacks, and unique special abilities upon their foes!

These coins are represented by the symbol.



Useful Terms

Friendly: When a rule refers to "friendly" it refers to yourself and all pieces you control.

Enemy: When a rule refers to "enemy" it refers your opponent and all pieces not under your control.

A Hero's status indicates their location and current situation. These are the 4 possible statuses:

Deployed: This describes a Hero whose model is on the Game Board.

In Reserve: This describes a Hero who is waiting to enter the Game Board. This is represented by placing the Hero model on top of their Hero card.

Recovering: This describes a Hero who has been KO'ed and is waiting to be placed In Reserve. This is represented by placing the Hero model as well as a Dead Man's Token on top of their Hero card.

Overboard: This describes a Hero who has been temporarily knocked off the Game Board (but has not been KO'ed!) usually by an Ability or failing a Rigging Check. This is represented by placing the Hero model lying on its side on top of their Hero card.

THE MODELS



The various Heroes, and supporting crewmen in *Rum & Bones* are represented by a number of models. There are three types of models in the game: **Heroes, Deckhands,** and **Bosuns.**

Heroes

These will be the primary models that each player will be controlling during the game - each one is an important figure on your ship's roster. As such, they all have unique powers, and abilities that set them apart from everyone else. Each Hero has a matching **Hero Card**, which will show you the important information about that Hero. While every Hero is unique, they all share some common traits on their Hero Card:

1. Faction: This shows what Faction may select this Hero (Mercenaries may be selected by any Faction).

2. Name: This shows the Name of the Hero.

3. Role: When selecting your 5 Heroes, only 1 Hero of each Role may be selected. Roles also work to generally categorize the strengths of each of the Heroes. The 5 roles are:

Captain: A Ship's Captain is the crew leader and ship's commander with supreme power aboard. They tend to have a range of dynamic and powerful abilities at their disposal.

Quartermaster: Quartermasters excel at supporting the rest of their crew. Most Quartermasters specialize in granting powerful buffs and bonuses to other Heroes, though they tend to lack raw fighting power.

Swashbuckler: Cunning and deadly, Swashbucklers are the best fighters on the ship. They generally specialize in dealing damage, or the focused elimination of enemy Heroes.

Gunner: Ranged combat specialists, and damage dealers, Gunners excel at picking out the enemy while safely staying away from the fight.

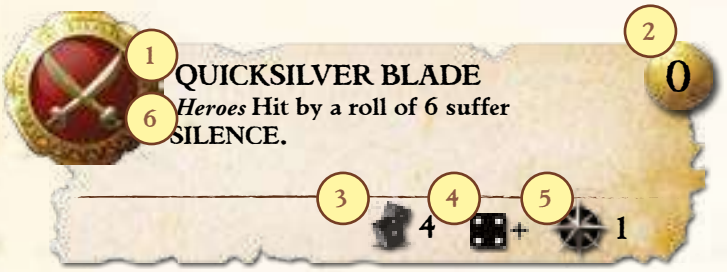
Brute: The toughest of the crew, Brutes can withstand more damage than any other Hero. Even more impressive, Brutes tend to only get stronger, and deadlier the more damage they suffer!

4. Hit Points (HP): Hit Points represent the amount of Damage a Hero can suffer before being removed from the fight.

5. Actions: Each Hero has 3 unique Actions available to them. These represent the various things that Hero can do besides moving around. Unless otherwise stated, the text of a Hero's Actions always refers to that Hero itself. There are 3 types of Actions that can appear on a Hero Card: Attacks, Abilities and Reactions.

Attacks

The primary way that Heroes deal damage, Attacks all share the following common characteristics:



1. Name: This is the unique name of the Attack.

2. Coin Cost: This is the number of that must be discarded **from this Hero** in order to use the Attack.

3. Dice: This is the number of dice that are rolled when the Attack is used.

4. To Hit: Each die result that equals, or exceeds this value is a **Hit**. Each die result lower than this value is a **Miss**.

5. Range: This indicates how many Zones away the Attack can target.

6. Effect: This describes any special effect that takes place whenever this Attack is used.

Abilities

Abilities represent the various non-attack skills a Hero possesses. Abilities all share the following common characteristics:

1. Name: This is the unique name of the Ability.



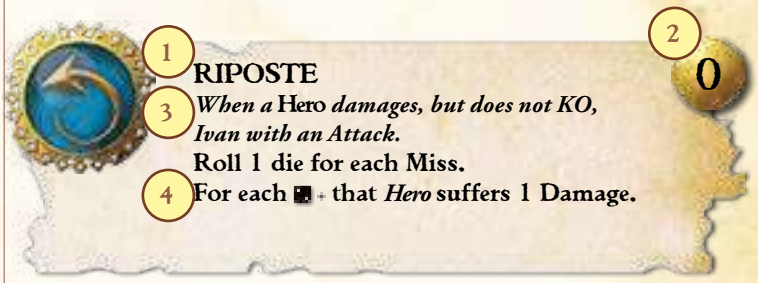
2. Coin Cost: This is the number of that must be discarded **from this Hero** in order to use the Ability.

3. Effect: This describes the special effect granted by the Ability.

Reactions

Reactions are similar to Abilities, except they each have a specific trigger that allows them to be used, which can often happen out of turn. Using Abilities does not cost a Hero one of their Actions for the turn. Reactions all share the following common characteristics:

1. Name: This is the unique name of the Reaction.



2. Coin Cost: This shows the number of that must be discarded **from this Hero** in order to use the Reaction.

3. Trigger: This indicates when the Reaction can be used.

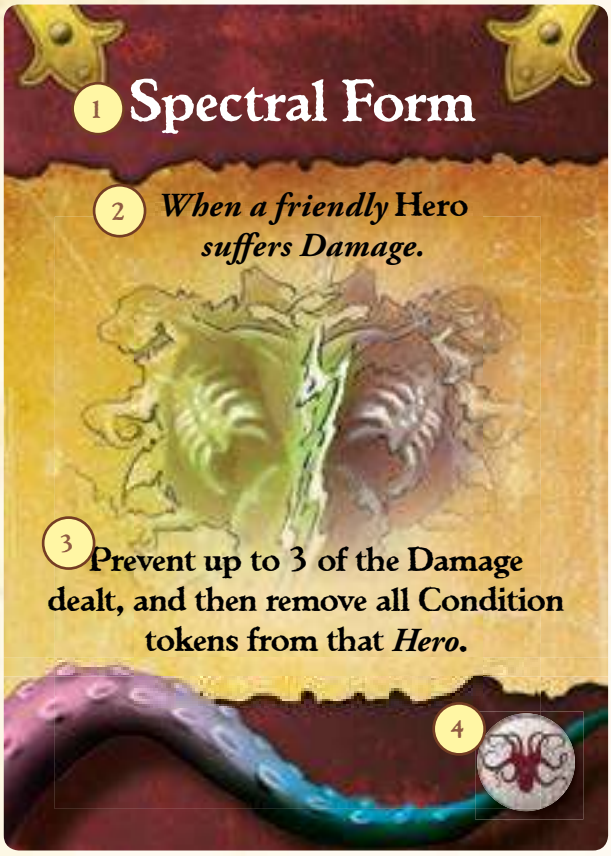
4. Effect: This describes the special effect granted by the Reaction.

Deckhands

Deckhands are the lowest members of the crew - the faceless background grunts that follow your Heroes into battle. A player will seldom have any control over these models, as their orders are simply to go forth and wreck the enemy ship. While they can be deadly in large numbers, they seldom pose a real threat. They are KO'ed after suffering 1 Damage.

Bosuns

Bosuns are low ranking leaders on the ship. Like Deckhands, a player will seldom have control over their Bosuns. A Bosun's main purpose in the game is to make the Deckhands around them *slightly* more efficient in combat. They are KO'ed after suffering 1 Damage.





TIDE CARDS

Each faction has a deck of 30 **Tide Cards**, which consists of 20 unique cards that only appear in a Faction-specific deck, and 10 generic cards that appear in all Tide Decks. Tide Decks are identified by the Faction Symbol on the back of their cards. Tide Cards are valuable resources, each one representing a minor power or effect that your faction can call upon to assist them or hamper the enemy.

Each Tide Card has the following information:

1. Name: The name of the power, or effect being used.

2. Trigger: This indicates when the specific Tide Card can be played.

3. Effect: This describes the special effect of the Tide Card. Each card is unique so be sure to read them carefully!

4. Kraken Symbol: Some Tide Cards have 1 or more symbols at the bottom. This symbol means that by using the power, one might draw the ire of Davy Jones' legendary pet: The Kraken - a horrific monster that roams the sea looking for ships to devour (see page X).

Players start the game with no Tide Cards, but will draw up to a hand limit of 3 Tide Cards at the end of their turn. They can then choose to play any cards from their hand, whenever their Trigger event takes place. Playing a Tide Card doesn't take any Actions or , a player simply says they are playing the Tide Card, revealing it from their hand and performing its effects.

Be warned, however! Playing a Tide Card with a runs the risk of summoning Davy Jones' legendary pet - the KRAKEN!

If a Tide Card is played and it does not have any symbols on it, once its effects are completed it is then placed in its owner's discard pile. If a Tide Card is played and it has 1 or more symbols on it, place it in a special discard pile next to your normal discard pile. This discard pile is known as **The Kraken Pool**. If your Tide Deck ever runs out, reshuffle your discard pile to create a new Tide Deck. Your Kraken Pool remains untouched, however.

Note: Cards discarded from your hand (not played) are placed in your discard pile. Only Tide Cards that have been played draw the ire of The Kraken and thus are placed in your Kraken Pool.

Note: Cards in your Kraken Pool still count as being in your discard pile, so if an effect allows you to take a discarded card into your hand, you could take that card from your Kraken Pool.

THE GAME BOARD

The Game Board is composed of a number of important areas:

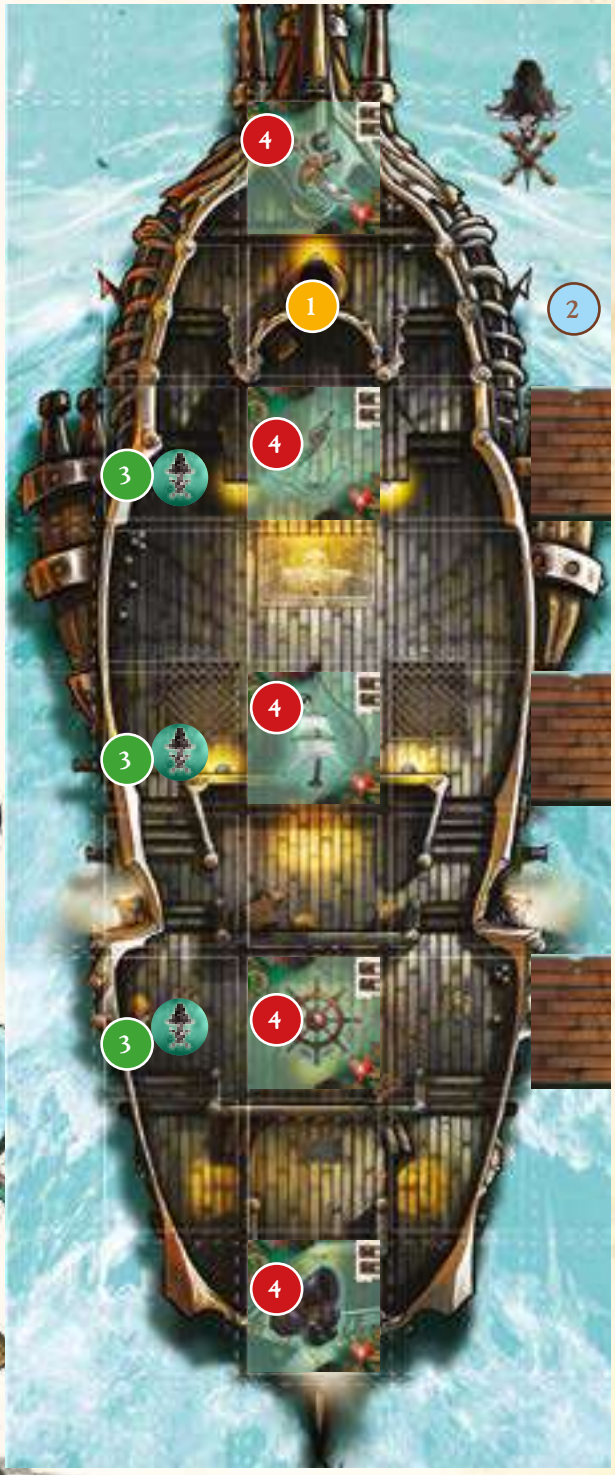
1. Zones: The Game Board is composed of a number of squares known as **Zones**. These Zones determine model location, how far a model can move, and the range of various Actions.

2. Off-Deck Zones: These Zones are not accessible by the models controlled by the players.

3. Deployment Points: Deployment Points are special Tiles that are placed on the game board to represent the Zones where a player's Heroes, Deckhands, and Bosuns will enter the game board. **A model may NEVER enter a Zone containing an enemy Deployment Point.**

4. Objectives: Objectives are special Tiles that are placed on the game board to represent important areas of the ship. Destroying these Objectives is the primary way a player earns Victory Points. The Sea Creatures that might show up during the game (Kraken and Sea Dragon) are also considered Objectives.

Legal Zones: A legal Zone is any Zone that is not Off-Deck, occupied by enemies or containing an enemy Deployment Point.





OBJECTIVES





Each Objective tile has the following information on it:

1. HP: This lists how much Damage it takes to destroy this Objective.

2. Victory Points: How many Victory Points are awarded for destroying this Objective.

3. Coin Reward: When an Objective is destroyed, the player who destroyed it will receive this number of  That player may distribute this  in any way they wish among their Heroes.

4. Effect: Objectives may also grant a permanent boon to your Heroes if destroyed. Those bonuses will be listed here, and once you gain them they remain active until the end of the game.

When an Objective is destroyed, the player who destroyed it will take the tile, flipping it over to its back side, and place it in front of them. This will quickly show you how many Victory Points you have, as well as any benefits your Heroes receive from having destroyed the Objective.

Sea Creatures: Sea Creatures are considered enemies to all players, thus blocking their movement. Once a player has taken a Sea Creature Objective, it cannot enter the board again.

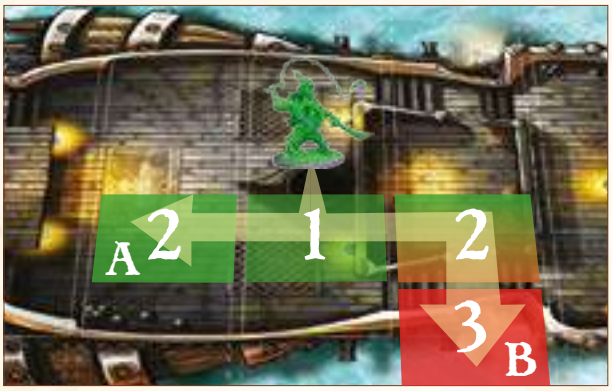


MEASURING RANGES

When an Action or ability (such as an Attack) lists a range it is always measured in **Zones**. Measurement is always done from the Zone the Action is originating from to the targeted Zone. **Diagonal Zones may NEVER be used when measuring range, only orthogonal Zones.** To see if a zone is in range of an effect or ability, perform the following:

Select the Zone that the Action, or effect is originating from.

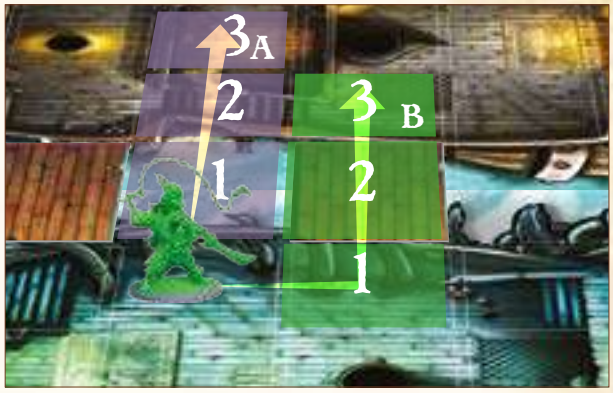
Beginning with any orthogonal Zone next to the originating Zone, count the number of Zones to the Zone you wish to target (including the targeted Zone).



Example: *Tom has an effect with a range of 2. He may target Zone A because it is within 2, but he could not target Zone B, because it is 3 zones away.*

An Action or effect may always target a Zone within its range - other models, tiles, or Objectives do not block or inhibit this in any way.

The areas between ships are composed of Off-Deck Zones marked by dotted lines (half a Zone on each board). These Zones are only used for determining range, players may not normally move Models onto these Zones.



Example: *Tom has an Attack with 3 range. Measuring from his Zone across to the enemy ship, he sees that his attack can reach all the way to Zone A or B.*

COMBAT BASICS

Damaging and KO'ing

Each Model and Objective in Rum & Bones has a number of Hit Points (HP) . These represent the overall fortitude of the Model or Objective.

A model's HP will always be listed on its matching card or Tile (such as with Heroes and Objectives). If a model has no matching card or tile (such as Deckhands or Bosuns) it is assumed that model has only 1 HP.

Whenever a Model or Objective is damaged, place a number of Damage Tokens on it equal to the amount of Damage it suffered. Whenever a Model or Objective has an amount of Damage tokens on it equal to or greater than its HP, it is immediately removed from the game board - This is known as KO'ing the Model or Objective.

When a Deckhand or Bosun is KO'ed, remove it from the Game Board and place it within reach of its controlling player.

When a Hero is KO'ed, remove it from the Game Board and place it on top of their Hero Card. The Hero loses all on their Hero Card, either discarding them or giving them to the enemy Hero who attacked them. In addition, place 1 Dead Man's Token on that Hero Card, with the side facing up.

When an Objective is KO'ed, remove it from the Game Board and place it within reach of the player who KO'ed it, with the back side facing up to clearly show the Victory Points gained.

Attacking Models and Objectives

The enemy isn't going to just sit back and let you wreck their ship! This means that you'll need to use brute force and cunning to remove them from your way!

Attacking is the primary way Models and Objectives suffer Damage. While all Attacks are unique, they all follow a few basic rules:

Targeting

Attacks always target entire **Zones**, never specific Models or Objectives. Whenever an Attack is used it **must** target a Zone within range containing enemy Models or Objectives. If a zone contains no enemy Models or Objectives it may not be targeted by the Attack. A Model may attack its own Zone, if it contains an enemy Objective.

Rolling the Attack

Each attack lists a **Dice** number, as well as a **To Hit** number. When an attack is used, the number of Dice listed is rolled. Each die result that equals or exceeds the To Hit number is a **Hit**, each result that fails to equal or exceed the To Hit number is a **Miss.**

After the Dice are rolled and the number of Hits is determined, these Hits are assigned to enemy Models and Objectives in the targeted Zone. Friendly models in the Zone are never hit by your Attacks.

Hits are not assigned freely to enemy Models and Objectives in the targeted Zone. The following **priority order** is used to assign Hits:

1. Deckhands

2. Bosuns

3. Heroes

4. Objectives

- Hits must be assigned to targets on the first priority level until they have all been KO'ed, then to targets on the next priority level until they have all been KO'ed, and so on.
- If multiple enemies on the same priority level are in the same Zone, the attacker may freely distribute Hits among those enemies.
- ***Example**: 2 enemy Heroes are the only models in a Zone when it is attacked. 4 Hits are rolled. The attacker may distribute 2 Hits to each enemy Hero, 4 Hits to one Hero and 0 to the other, or 3 Hits to one Hero and 1 to the other.*
- All Hits from an attack must be distributed if possible - an attacker cannot hold back!

Unless specifically stated otherwise, each Hit deals 1 Damage.

Modifiers and Re-rolls

Sometimes an effect or ability will give an Attack a modifier To Hit *(such as -1 or +1)*. Note that this modifier applies to the die roll result, and not to the To Hit value of the Attack.

***Example:** Tom has an attack that rolls 4 Dice and has a To Hit value of 5+. An effect gives him +1 To Hit. Tom rolls [1], [2], [4], [4]. He has rolled 2 Hits due to the +1 To Hit effect.*

Sometimes an effect or ability will allow a number of dice to be re-rolled. Each effect or ability will list the amount of dice it allows to be re-rolled. When a die is re-rolled the old result is discarded and the new result is used for all purposes. Sometimes multiple effects or abilities will allow a player to re-roll the same die multiple times. If this occurs a player may re-roll the dice and then decide if they wish to re-roll again, up to the number of effects or abilities that allowed re-rolls.

Condition Effects

There are a number of Condition Effects a Hero can suffer, usually resulting from enemy Attacks or Abilities. When a Hero suffers a Condition Effect, take the matching **Condition Effect Token** and place it next to that Hero. As long as the Hero has the Condition token, it suffers the effect of that Condition, as described below. **Condition Effects are always removed at the end of that Hero's Activation, or if that Hero is removed from the board.**



BLIND: Hero suffers -1 To Hit.



STUN: Hero loses 1 Action.



SLOW: Hero may only perform 1 Move Action.



SILENCE: Hero cannot use Attacks, Abilities or Reactions that cost



BLEED: Hero takes 1 Damage per Action performed.

THE PLAYER TURN

Rum and Bones is played over a series of turns, with one player activating all of their models and then their opponent doing the same, continuing back and forth until one player wins! At the start of the game, flip a Dead Man's Token to determine which player goes first. The turn order is as follows:

TURN ORDER

1. Prepare Heroes
2. Fire Deck Gun
3. Deploy Crew
4. Activate Crew
5. Deploy Heroes
6. Activate Heroes
7. Unleash the Kraken!
8. Draw Tide Cards
9. Prepare Heroes

The first thing a player will do each turn is prepare their Heroes. This is broken down into the following steps:

Prepare Reserves

Take 1 token for each friendly Hero **In Reserve** and place it on their Hero Card (*Note that that all Heroes begin the game In Reserve!).*

A Hero may never have more than 8 at any time.

Recover KO'ed Heroes: If a Hero has a **Dead Man's Token** on their card with the side face-up, remove their Dead Man's Token. They are now **In Reserve**.

Pay the Death Toll: If a Hero has a **Dead Man's Token** on their card with the side face-up (aka they have been recently KO'ed!) then flip their Dead Man's Token over so that the side is now face-up.



Fire Deck Gun



During this phase you will unleash a devastating volley from your ship's Deck Gun, one of the Objectives on your ship, potentially wiping out a large amount of enemies - assuming they haven't destroyed your Deck Gun first! You don't get for KO'ing enemies with the Deck Gun.

The Deck Gun is a special Attack that uses the following profile:

DECK GUN

May target any Zone on the board. Cannot damage Objectives other than Sea Creatures.

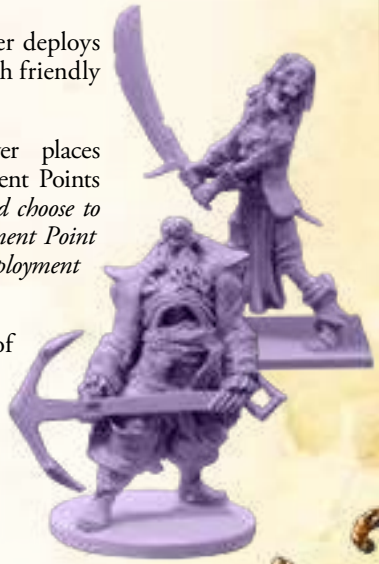
4 + Special

Deploy Crew

During this step you will deploy a number of your **Deckhands** and **Bosuns**. This phase is broken down into the following steps:

Deploy Deckhands: The active player deploys **Deckhands**, placing 2 of them on each friendly Deployment Point.

Deploy Bosuns: The active player places 2 **Bosuns** onto any friendly Deployment Points of their choice (*Example: A Player could choose to deploy both Bosuns on the same Deployment Point or spread them out across two different Deployment Points, if they so choose).*



Note: If a player ever runs out of Deckhands or Bosuns to deploy, they should deploy as many as they can - Once they are all on the Game Board more cannot be deployed until some have been KO'ed!

Activate Crew

Once you've deployed your Deckhands and Bosuns, it's time for them to activate. This phase is broken down into the following steps:

1. Attack: Each **Deckhand** and **Bosun** attacks. Each of them may target a different Zone, if there are enemies in more than one Zone within range. They use the following attack profiles:



Note: Deckhands and Bosuns **must** attack if able - they will never hold back!

2. Move: After attacking, all Deckhands and Bosuns advance on a straight line 1 Zone toward the enemy Deployment Point across from their own Deployment Point. If there is an enemy blocking their way, they don't move.



Deckhands and Bosuns are not the smartest! They have their orders and that is all they know how to do - They will always advance on a straight line toward the enemy Deployment Point. Because models can never enter a Zone containing an enemy Deployment Point, should they reach that zone, they will simply pile up in the zone next to it and try to kill any enemy models that deploy there!

Deploy Heroes

A player may have up to **3 Deployed Heroes** at any time. If they have less than 3, they may be able to deploy additional Heroes to the fight! This is done following these steps:

1 - First, any Hero that is currently **Overboard** must be deployed. Place them on any friendly Deployment Point. That Hero is now **Deployed.** Repeat this for each friendly Hero that is currently Overboard.

2 - Next, the player should count the number of **Deployed Heroes** they have, as well as the number of **Dead Man's Tokens** on their Recovering Heroes. If the number of Deployed Heroes plus Dead Man's Tokens is less than 3, then additional Heroes may be deployed. The controlling player may select any friendly Hero **In Reserve** and deploy them onto a friendly Deployment Point. That Hero is now **Deployed**. A Hero **may never** be deployed onto the same Deployment Point that another Hero was deployed onto this turn.

A player should repeat Step 2 until their total number of **Deployed Heroes** plus **Dead Man's Tokens** equals **3.**

Dead Man's Toll: *Coming back from grievous injuries is no small feat, thus when a Hero is KO'ed they receive a Dead Man's Token - a medallion representing them utilizing the power of Davy Jone's Locker to cheat death and live to fight another day.*

Fresh to the Fight: *As outlined under Prepare Heroes, Heroes In Reserve gain 1*  *at the start of every friendly turn, meaning that even though they've been missing the action above-deck, when they deploy they'll come with a bounty of coins to access their more powerful attacks and abilities with!*

Activate Heroes

Once your Deckhands and Bosuns have activated, it's now time for your Heroes to take the spotlight and cut a path through the enemy! Unlike Deckhands and Bosuns, you will have complete control over what actions your Heroes perform and how they move around the game board.

During the Activate Heroes phase, you will select 1 of your **Deployed Heroes** to activate. They will then perform up to **3 Actions** before ending their activation. Then select a different Deployed Hero to activate and perform their 3 Actions. Once you have activated all your Deployed Heroes, the Activate Heroes phase ends.

A Hero may perform the following Actions during their activation (each Action may be performed more than once):

Perform an Attack

When a Hero attacks it will select and perform 1 of the Attacks listed on its Hero Card. Remember that if an Attack has a cost listed, that amount of must be discarded from that specific Hero in order to use that Attack.

Loot and Plunder !



Anytime a **Hero** KO's a **Deckhand** or **Bosun** with an **Attack**, they receive **1** per KO'ed crewman.

Anytime a **Hero** KO's an enemy **Hero** with an **Attack**, they take all that Hero had.

Remember that a **Hero** may only have up to **8** at any time.

If a Hero already has **8** and they would receive more, any excess amount is discarded instead.

KO'ing an enemy model with something other than an Attack (such as with an Ability, Reaction, Tide Card, etc) does not grant you any . Note that Deckhands, Bosuns and other effects don't get you for KO'ing enemy models with an Attack.

Use an Ability

When a Hero uses an ability they will select and perform 1 **Ability** listed on their Hero Card. Remember that if an Ability has a cost listed, that amount of must be discarded from that specific Hero in order to use that Ability.

Move

For each Move Action a Hero takes, the may move up to 2 Zones. Models may never Move diagonally, into zones containing enemies, into zones containing enemy Deployment Points, or into Off-Deck Zones.

Rigging

Sometimes a Hero needs to move from one ship to another very quickly, and doesn't have time to make use of the Gangplanks (or enemies are in the way). In these situations a Hero may make use of a ship's rigging lines to quickly swing across.

When a Hero rigs, they may swiftly move to **any legal Zone** on another ship (meaning no Zones containing enemy models or enemy Deployment Points) - be warned, however, that while rigging is a quick way to get where you need to be, each time a Hero rigs they run the risk of falling Overboard!

Rigging is done as part of a Move, and is performed as follows:

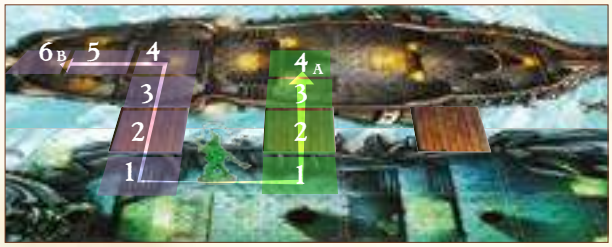
Rigging counts as 1 Zone of a Move. Meaning a Hero may Rig and then move 1 Zone, move 1 Zone and then Rig, or, if beginning on a legal zone already, Rig from one Ship and then (if landing on another legal Rig point) rig back again!

To Rig, a Hero must be in any Zone along the edge of a ship facing another ship.



Example: *Pirate Tom is on Ship B and wants to Rig over to Ship A. He must be on one of the zones marked with a in order to Rig.*

Measure the range to the Zone that Hero wishes to rig to and roll a die. If the number rolled is equal to or higher than the measured range, the rig is successful and the Hero is placed in the intended Zone. Rolling this die is known as performing a **Rigging Check**.



Example: *Pirate Tom wants to rig to Zone A. After measuring range he sees he needs to roll a 4 or better to succeed at his Rigging Check. If Tom wished to rig to Zone B he would have to roll a 6! A daring play indeed!*

If a Hero fails at his Rigging Check (by rolling a number lower than the rigging range) then something has gone wrong! That Hero is immediately knocked **Overboard**!

Going Overboard

Some effects, such as a failed Rig Check or being pushed by an enemy's ability can knock models Overboard, removing them from the game board. When a Hero is knocked Overboard, all on that Hero are immediately discarded and their activation immediately ends. Place the Hero figure on top of its Hero card, lying on its side. Don't worry though, they are only temporarily gone while they climb back onto the ship (no worse for wear, just a

bit waterlogged!). They will be deployed during the next friendly Deploy Heroes phase.

After a Hero has completed their 3 Actions, their activation ends. Continue activating Heroes in this manner until all friendly Deployed Heroes have completed their activation.

Unleash The Kraken!

Once a player has activated all of their models, they must check to see if the bloodshed and combat has drawn the attention of The Kraken! This phase is divided into two steps:



1. Test the Waters (If the Kraken is already on the Board or has been killed, skip this step)

The active player rolls 2 dice and adds their results together. If this number is equal to or lower than the **total number of** on cards in **both players'** Kraken Pools added together, then The Kraken has been summoned! Take the Kraken tile and place it in the location displayed in the diagram below, removing the central Gangplank.



If there are any Models on that Gangplank, they are knocked Overboard. If the Sea Dragon is knocked Overboard, it is removed from the board without giving VP to anybody. It discards any Damage it may have and may be summoned again later.

Once the Kraken is removed from the Board, the central Gangplank is immediately put back in its place.

2. Kraken Attack! (If the Kraken is not on the Board, skip this step)

The Kraken activates and attacks as described on its card.

The Kraken is an **enemy** to all players. It occupies 3 Off-Deck Zones, so its Attacks and Abilities originate from all 3 Zones at the same time.

Draw Tide Cards

Each player is limited to 3 Tide Cards in their hand at any time. During this phase, if a player has less than **3 Tide Cards** in their hand, they should draw Tide Cards from their deck until they reach their hand limit.

If a player begins this phase with Tide Cards already in their hand (such as unused Tide Cards from a previous turn) then they may discard any or all Tide Cards from their hand, placing them in their discard pile, and then draw from their Tide Deck until they reach their hand limit.





Once all these phases have been completed a player's turn will end and their opponent's turn will begin. Play continues in this fashion, with both players taking turns, until 1 player has accumulated **6 Victory Points**, at which time they are declared the winner!

PLAYING WITH 3 TO 6 PLAYERS

Rum and Bones can be played with different numbers of players. This functions much the same as the standard 2-player game but has a few new rules, depending on the number of players. Players on the same team are free to share information and make decisions as a team. However, final say over what to do belongs to the player controlling the Hero or card being played.

3 Players (2 vs. 1)

Players should first pair off into teams, with 1 team consisting of 2 players and the other of 1 player. Each team should then select a Faction and Heroes just as you would in a standard game. Unlike standard games, the following changes apply:

Each team may have a maximum of 2 Deployed Heroes at any time. During the Deploy Heroes phase, additional Heroes may de deployed if the number of Deployed Heroes plus Dead Man's Tokens for that team is less than 2.

On the 2-players team, each player controls 1 of the Deployed Heroes at any time.

For the 2-players team, the Tide Card hand limit at the start of the game is 2 cards for each player. This functions in all ways as normal, except that during each Draw Tide Cards phase, both players on a team will draw up to their hand limit of 2 cards.

For the 1-player team, the Tide Card hand limit at the start of the game is 4 cards.

All buffs from destroying Objectives apply to both members of the 2-player team.

4 Players (2 vs. 2)

Players should first pair off into teams of 2. Each team should then select a Faction and Heroes just as you would in a standard game. Unlike standard games, the following changes apply:

Each team may have a maximum of 2 Deployed Heroes at any time. During the Deploy Heroes phase, additional Heroes may de deployed if the number of Deployed Heroes plus Dead Man's Tokens for that team is less than 2.

Each player controls 1 of the Deployed Heroes at any time.

The Tide Card hand limit at the start of the game is 2 cards for each player. This functions in all ways as normal, except that during each Draw Tide Cards phase, both players on a team will draw up to their hand limit of 2 cards.

All buffs from destroying Objectives apply to both members of a team.

5 Players (3 vs. 2)

Players should first pair off into teams, with 1 team consisting of 3 players and the other of 2 players. Each team should then select a Faction and Heroes just as you would in a standard game. Unlike standard games, the following changes apply:

On the 3-players team, each player controls 1 of the Deployed Heroes at any time.

On the 2-players team, one player controls 1 of the Deployed Heroes while the other player controls 2 of the Deployed Heroes ate any time.

One player from each team is designated to control the Tide Cards. On the 2-player team, it should be the player controlling only 1 Deployed Hero.

All buffs from destroying Objectives apply to all members of a team.

6 Players (3 vs. 3)

Players should first pair off into teams of 3. Each team should then select a Faction and Heroes just as you would in a standard game. Unlike standard games, the following changes apply:

Each player controls 1 of the Deployed Heroes at any time.

One player from each team is designated to control the Tide Cards.

All buffs from destroying Objectives apply to all members of a team.



SEA CREATURES

The Kraken

The legends surrounding Davy Jones and his Kraken span the millennia. Some say he found the creature slumbering in the depths and tamed it to his will. Others say he raised it himself from a mere squidling. Won in a chess match against Neptune, natural inheritance as guardian of the Locker, a gift from a pagan sea goddess whose heart he had stolen…. Only Jones knew the truth, and the Kraken certainly isn't talking.

Now 'Junior' (as some crews call it) roams the waves in search of Davy Jones. Anywhere one amasses an epic treasure or uses the power inherent in Davy Jones' pieces of eight, one can be sure the dreadful Kraken trails in your wake. The beast can never be killed, merely driven off, and a crew had best be about their task quickly, lest they find their ship shattered and themselves doomed to the sinking depths.

Sea Dragons

Sea Dragons are ordinarily quite rare, but this disturbance with the Locker has them especially agitated worldwide. Perhaps it's because the Kraken is at large in their territory, or perhaps (like all dragons) they have an eye for treasure. Whatever the case, a captain with enough power and a bloody mind can summon a mighty Sea Dragon. But beware, for this is an act of some desperation, as the power to control the Dragons is not within the coins. They'll lash out at anything and everything around them, crew, heroes, and even the mighty Kraken (which has led to some truly epic battles carried out with only the most stalwart heroes daring to intervene).



THE WELLSPORT BROTHERHOOD



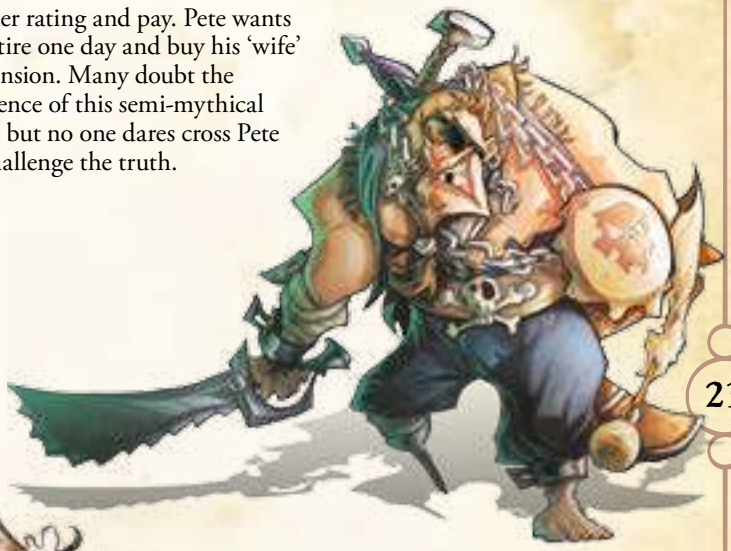
Captain Pale and his Wellsport Brotherhood have sacked ports and ships from the Spanish Main to the far Med to the East Indies. They appear in an area, linger for a year, then vanish out into the blue. No one quite knows where 'Wellsport' is, and none of the crews are talking. Theory has it that Wellsport captains can conjure their ship far across the waves to a magic island of piratical delights; ale, women (and men), song, and feasting… but it only works if you've got the coin. Either that or 'Wellsport' is whatever local destination they've chosen as their home base. The magic one has a much better ring to it, eh?

Captain – Captain Daniel Pale

Captain Pale commands the Brotherhood with an iron fist and a velvet glove. He's tolerant of their excesses at port, and utterly ruthless in his discipline at sea. Any seafaring prey that surrenders to the black flag can count on fair treatment. You'll be robbed, of course, but you can keep your ship, and they'll not lay a hand on your crew or passengers. Refuse honorable quarter though, and none will be given. When one asks about the secret to his success as a buccaneer, Captain Pale says it's all about the brooding. 'Always be thinking,' he says, 'And what better way to think than by having a good, long brood where you can cut a dashing figure on a backdrop of windswept waves.' He recommends the figurehead, the maintop, the poopdeck, and the stern windows for prime brooding locations. Captain Pale is getting on in years, and wants to retire before he's old and gray. Now that Davy Jones is dead, he's got a chance to really earn a fortune like no other pirate in history! Captain Pale is utterly devoted to Margaret Hale, Quartermaster on the *Fortune's Favor*.

Brute – 'Stumper' Pete, Able Seaman

'Stumper' Pete earned his nickname in the Royal Navy after he lost his leg battling the Wellsport Brotherhood. Up until then, Pete had always been a loyal (yet irascible) member of RN. But Pete has a hard time with nettling, something that his size alone usually forbade. After about the third snicker at his 'Able' rating despite his pegleg, he threw the simpering midshipman overboard, and quickly leaped in himself. He eventually tracked down the Brotherhood and was taken on at his former rating and pay. Pete wants to retire one day and buy his 'wife' a mansion. Many doubt the existence of this semi-mythical wife, but no one dares cross Pete to challenge the truth.





Gunner – 'Blackout' Bart

Bart (who has forgotten his last name) is another Royal Navy washout. He made the warrant of gunner before his love of rum and spirits overcame his devotion to duty. Captain Pale found him in the West Indies, up to his waist in a giant rum keg and shooting at anyone that dared come near his 'stash'. Amazingly, he wasn't shooting to kill. Even dead drunk, his aim is superb with cannons or pistols. Unlike the RN, the Wellsport Brotherhood doesn't care how much you drink, so long as your job gets done. Thus, Blackout Bart takes meticulous care of his ships' guns and stores, better than he ever did in His Royal Majesty's service. Bart dreams of being rich enough to open a public house one day, though he admits he'll need vast amounts of treasure, lest he drink himself out of stock inside of a week.

Quartermaster – Margaret Hale (Miss Mags)

The crew whispers that if you cut Miss Mags, she bleeds seawater. It's not too far from the truth. Margaret Hale grew up with the waves, serving various roles in her father's shipping business, almost from the day she could walk. But, when the time came for her to 'settle down' and marry one of the fops her father had lined up for her, she ran away to sea. After many false starts and misunderstandings (and more than a few dead bodies in her wake) it's said she captained her own cutter to the semi-mythical island of Wellsport itself. The feat impressed the entire crew, and Captain Pale brought her aboard on the spot as Quartermaster. Her knowledge of seamanship is so vast that she often serves as Sailing Master, especially if the captain is ashore. Since the time she joined many years ago, it's no secret that she and the Captain gained an eye for each other. As such she has become de facto First Mate (and any new crewman making the obvious pun only ever does so once). While she adores her captain, she's not looking to retire like he is, and hopes she'll step into his place on the day he goes ashore for the last time.

Swashbuckler – Mad Ivan

A former officer in the Bey of Algiers' navy (a pirate navy by most standards), Danar ibn Mohammed was forced to flee his post when the Capitan-Bey was deposed in a bloody uprising. Still loyal to his Bey, Danar obeyed the final order to let no usurper set foot on the flagship. Unfortunately, with so many usurpers coming up the gangplank, even Danar's incredible swordsmanship couldn't win the day. He set fire to the flagship, and was denounced as a traitor to the new Bey. It was difficult to be a man of honor, now branded a pirate. His story was similar to Captain Pale's, in fact, so similar that Pale recruited him to serve as Second Mate, and has never regretted the decision. Danar wants to return home one day, preferably with an army at his back, to depose the usurping Bey and take the throne himself. As for his nickname? That resulted from a particular encounter with "Balckout" Bart who, in one of his trademark stupors, kept slurring 'Ibn' into 'Ivan', resulting in a rather explosive confrontation when Danar took it as a grave insult. However, the name stuck, and Danar has resigned himself to being 'Mad Ivan'.



THE BONE DEVILS



Captain Albrecht and his Bone Devils are an accursed lot. In life they committed crimes so horrible that even Davy Jones wouldn't have them in the Locker. But rather than bemoan their fate, Captain Albrecht and his fellow undead pirate lords are doing one better: now that Jones has gone down to meet Old Scratch, they're gonna take his treasure, claim his power, and expel *everyone* from the Locker! Death among sailors will be a thing of the past, and they'll be forever free to comb the waves in search of plunder!

Captain – Captain Albrecht the Thrice Damned

It's said even the Devil himself wouldn't cross Captain Albrecht. To hear his tales, he's sailed to shores so foreign that the sun rises in the west, the waves flow backwards, and the night sky is lit by the dark side of the moon. He's tweaked Satan's beard, looted the Vault of Heaven, and even diced against Death (and won)! The only foe Albrecht could never best was Davy Jones. Until now! With Jones dead, and his treasure scattered, Captain Albrecht has a chance to take his place amongst the world pantheons and truly live forever as the terror of the seven seas!

Brute – Little Tom

Little Tom was one of the most accomplished smugglers afloat. Though never a captain, he had an innate sense for the sea, and could pilot vessels safely through rocky shoals on moonless nights with only the briefest glance at a chart. And, on rare occasions when fighting was required, Little Tom's diminutive size made him a vicious knee-capper. Alas, no pirate's luck holds forever, and Tom pushed his with the French one too many times. Somewhere along the way, before Captain Albrecht raised Tom and his crew from the dead, something happened to Tom's legs at the bottom of the sea. Fortunately, not all the dead took to raising, so Little Tom fashioned a 'shell' out of the unused parts to ride in. But, don't fear the hulking brute, fear the vengeful little man inside!





Gunner – Ghosteye Gunther

A German pirate with a penchant for gunpowder, Gunther's untimely death came from the very sky itself. While his ship was under chase by the *Cursed Rose* he climbed to the mainmast's pinnacle for a better look. Lightning struck, and the mainmast was shattered, along with Gunther. With the mainmast gone, and the ship ablaze, the *Rose* caught them easily. Once raised, Gunther joined Captain Albrecht readily enough, but his skeletal frame is still wracked with twitching spasms, a lingering gift of the lightning. Despite it, he remains a deadly (if not stealthy) shot, and any attempts to hang the nickname 'Knock Knees' on him will result in the utterer's instant execution.



Swashbuckler – The Spectre

An aspect of Death himself serves aboard the *Cursed Rose* as first mate. The Spectre is bound to Captain Albrecht by an unholy pact of revenge against Davy Jones for slights both real and imagined. Drowned souls once passed through the Locker and into their proper domains, as sorted by Death. But Jones found the power inherent in these spirits, and has been hoarding them all himself. Now that he's missing (not dead, as the Spectre insists despite the many tales of his demise), Death has a chance to reclaim his due.



Quartermaster – Patchwork Porter

Forgetfulness is not a trait one commonly associates with a quartermaster, but 'Patchwork' Porter regularly misplaces the log board, the signal book, and anything else that isn't nailed down. It got to the point where Captain Albrecht remarked 'he'd lose his own arm if it weren't attached'. So, naturally, some mischievous crewmen stole his arm as a prank. Easy enough to do, as the Bone Devils sleep like the dead. But, never one to suffer a slight for long, Porter fashioned himself a new arm, tracked down the miscreants, and made them 'walk home' (a very long journey from the middle of the Atlantic to shore). Since then he's discovered having a wooden arm is actually quite useful as a makeshift shield, and is easily repaired. He's taken to attaching other bits and oddments to his person, most notably his treasure box on a dangling chain in front of him, so that it can never be stolen (or misplaced).



AFTERMATH

By Eric Kelley

Crewman Draber was on the wrong ship.

The heaving seas finally pulled the grappled ships apart as the storm's fury set in full-force, and he watched the *Fortune's Favor* spin away, its wheel shattered, right into the storm's teeth. And there poor Draber was, with the last of his mates, stuck on the dismasted *Cursed Rose*. The ship full of walking dead men.

They were surrounded. A few flung themselves into the sea. One pistoled his own temple and fell dead. Draber found himself alone in a circle of blades and leering grins. His eyes were wild, and he spun around lashing out wildly, but to no effect.

Finally, he remembered the coin, the piece of eight from Davy Jones' own treasure. If he died, he'd wake in his own hold! He put his blade to his throat and closed his eyes.

"Mate," said a gravelly voice behind him.

He spun, eyes wide, to see the grim figure of Captain Albrecht stalking towards him.

"Too late." The skeletal captain flung a spinning coin, which Draber caught by reflex. Albrecht drew his pistol and shot Draber in the chest.

"Not again...." Draber groaned, and fell backwards into nothing.

The hold he woke in was filthy, and reeked of rotting seaweed and foul bilge. The dead men stood over him, Captain Albrecht and another. Their eyes burned with an unnatural glow.

"Welcome to the crew, lad," said Captain Albrecht.

Draber held up his hand and stared in horror. He'd been changed! He waggled his skeletal fingers. "What did you do to me?"

Albrecht laughed. "Saved ye, one might say. I'd expect more courtesy for Master Specter's efforts here."

"But why? You monsters! Why do this to me?"

Albrecht drew his blade. "Mind yer tongue, lad. Ye've no coin now."

Draber stared at the sword point hovering near his eye. He gulped.

"Ye still be a pirate, lad. Ye still have a life of freedom and wandering, far from any cursed shore. But now tell me: Where might Captain Pale have been bound?"

"I... I don't know, sir."

"Bah!" Albrecht drew back as if to strike.

"No! I swear!" Draber held up his skeletal hands. "I'm only a crewman! Been there not two weeks! We sailed from Nassau, but that's all I got!"

Albrecht held his pose for a moment, eyes narrowed. He sheathed his blade and cursed. "A raw hand. Bah!"

"Such is fate," said the dark figure beside Albrecht.

"Indeed, Master Specter. What of the foremast?"

"Fished and holding. This storm won't last long. I feel it dying even now."

Albrecht grinned. "Aye, you would. Then we may yet see Pale again afore long."

"Aye," muttered Draber. "He wants the treasure after he saw Davy Jones die."

Everyone went silent, and the ship creaked. Lightning split the air outside and rumbled through the ship.

Albrecht leaned forward. "What?"

"Er, begging pardon, sir, but Captain Pale was after your share of Jones' treasure—"

"I know that, you incompetent deck ape! What was that about seeing Jones die?"

Draber tried to lick his lips, only to realize he had none. "Well, sir, it's like this..." He repeated Captain Pale's tale of their flight from the *Flying Dutchman*, and its destruction by the volcano.

When he finished, the Captain and Specter stood silent as tombs.

"I told you he wasn't dead," said the Specter.

"Bah! When did this happen, Mister Draber?"

"I... I don't know, sir. Captain Pale never said just when."

Albrecht grunted.

The Specter said, "He's never passed through my realm."

Albrecht spat, "Aye, but he's winked your hood a time too many, and when we last saw him, Jupiter himself had speared the *Dutchman* with bolt after bolt. She blew to pieces and sank, burning forevermore."

Draber exclaimed, "Jupiter!"

Albrecht grunted. "Ne'er cheat at cards against an elder god, Mister Draber. Or at least, don't get caught, haha! Now, Master Specter, if he's not dead, then how comes his treasure to be here? And why's the Locker thrown wide, hm? Answer me that!"

The Specter said nothing. He simply glowered.

Albrecht shook his head. "Nay, there's more to this than what's been told. Two crews have seen Jones dead, or at least the *Dutchman* destroyed. Ah, now that's more interesting, eh? Destroyed with no survivors. Hmm." Captain Albrecht was thoughtful a moment. "I have a feeling we're being made game of here, lads. And the Bone Devils are no fools."

The Specter said, "There's no denying that this is Jones' treasure. The power inherent in these coins is genuine."

"Aye," said Albrecht. "We'll stay our course, keep collecting our share, and more besides. We'll find Pale again, and again, and again if need be. But let us keep our ears to the wind. When the storm abates, lay me a course for Atlantis."

The Specter nodded. "Aye, sir."

"Atlantis!" Draber exclaimed. He shut his mouth when they looked at him.

Albrecht said, "And find a mess for this man. He has the look of a topman."

"Aye, sir," said the Specter again.

"Welcome aboard the *Cursed Rose*, lad," said Albrecht. "Make yourself at home." The captain dropped a coin to the deck in front of Draber, and left the hold.

The coin spun, ringing down to a stop. Draber picked it up and sighed. "Any port in a storm."



RULES SUMMARY

Setup

Each player places 4 of their Deckhands on each of the Zones on their ship containing the following Objectives: Rigging Lines, Mainmast, and Wheel.

The Player Turn

1. Prepare Heroes – Give 1 to each Hero In Reserve.

Remove all your . Flip all your to their side.

2. Fire Deck Gun – Your Deck Gun performs an Attack:

DECK GUN
May target any Zone on the board.
Cannot damage Objectives other than Sea Creatures.

4 + Special

3. Deploy Crew – Place 2 Deckhands on each of your Deployment Points. Place 2 Bosuns across any of your Deployment Points.

4. Activate Crew – Each of your Deckhands and Bosuns performs an Attack:

DECKHAND
If there are any Bosuns in the Deckhand's Zone, this attack hits on a 3+

1 + 1

BOSUN

1 + 1

Then all your Deckhands and Bosuns advance on a straight line 1 Zone toward the enemy Deployment Point across from their own Deployment Point.

5. Deploy Heroes – Place any of your Overboard Heroes on your Deployment Points. If the number of your Deployed Heroes plus your Dead Man's Tokens is less than 3, deploy Heroes In Reserve to your Deployment Points until that number is 3 (each on a different Zone).

6. Activate Heroes – Activate each of your Deployed Heroes in turn, each performing 3 Actions. Each Action can be an Attack or Ability listed on their card (paying the price), or a Move of 2 Zones (a Rigging Action can substitute 1 Zone of movement).

7. Unleash the Kraken! – If the Kraken is not on the board, roll 2 dice. If the result is equal to or lower than the Kraken Pools of both factions, place the Kraken on the board.

If the Kraken is on the board, it activates as described on its card.

8. Draw Tide Cards – You may discard Tide Cards from your hand if you wish to. Then draw up to your Hand Limit of 3 cards.

Movement

Models may **not** move diagonally, into Zones containing enemies or enemy Deployment Points, or into Off-Deck Zones.

Attack

Choose a Zone within Range of the Attack and roll the number of Dice listed. Each result equal to or higher than the To Hit number is a Hit. Hits are assigned to enemies in the targeted Zone following the priority order:

1. Deckhands 2. Bosuns 3. Heroes 4. Objectives

Loot and Plunder

Anytime a Hero KO's a Deckhand or Bosun with an Attack, they receive 1 per KO'ed crewman. Anytime a Hero KO's an enemy Hero with an Attack, they take all that Hero had. A Hero may only have up to 8 at any time. Whenever a Hero is KO'ed or goes Overboard, they lose all their .

Victory

KO'ing Objectives such as deck features and sea creatures gives you Victory Points, Coins, and possibly advantages in the game. The first player to accumulate 6 Victory Points wins the game!

Condition Effects - All Conditions on a Hero are removed at the end of their Activation.

BLIND: Hero suffers -1 To Hit.

STUN: Hero loses 1 Action.

SLOW: Hero may only perform 1 Move Action.

SILENCE: Hero cannot use Attacks, Abilities or Reactions that cost .

BLEED: Hero takes 1 Damage per Action performed.