DEAD RECKONING

PIRATE VARIANT

The main difference from the normal rules is that there is no longer '**Pirate Mode**'. All Players start as Merchants and you stay a Merchant unless you chose to attack a building or ship (including Merchant Encounters) without using a ☠ ability from your ship or crew card; or choose to **RAID A PORT** (see below). If you do either, you immediately TURN PIRATE.

Additionally, Influence cubes, including Permanent cubes, can be removed from islands (see **RAID** below). So, non-pirate players may end up getting lower scores from the islands they occupy at the end of the game.

AS A MERCHANT

- Your ship may not attack Merchants, or other players' ships, buildings, unless you use a ☠ ability. If you do attack without a ☠ , you immediately TURN PIRATE.
  - **NOTE**: If you are playing with the Letter of Marque expansion and you have acquired a Letter of Marque from one of the Empires, it counts as a ☠ vs. Merchants of the other Empire — and any opposing player's ship with a Bounty.
- If you choose to **RAID** a Port (see below) while a Merchant, you immediately TURN PIRATE.
- When your ship is present at an island that you control:
  - If an opposing ship attacks your ship, the buildings on the island will contribute 1 cube each to the defense, as normal.
  - If an opposing ship attacks your fort/garrison on the island, you *may choose* for your ship to contribute to the defense; adding cubes equal to the cannon on the ship and/or played crew cards. Any damage dealt by the opposing ship is applied to your ship.
  - If a PIRATE ship **RAIDS** your port (see below), you *may* choose for your ship to defend the Port. In this case, the PIRATE ship must attack your ship first, and if you win, the **RAID** is cancelled.

AS A PIRATE

- Once you TURN PIRATE:
  - *You remain a pirate until the game ends* or you are sunk. If you are sunk, you resolve the normal effects, and revert to Merchant Mode.
  - You can no longer use the 🏴 ability on cards or ships to place influence cubes (see **RAID** below).
  - You can no longer spend cargo (🛢) to purchase Merchant advancements.
- In any battle, add one extra cube to your cannon for each ☠ ability you use from your ship or crew card(s).
- When your pirate ship is present at an island that *you control*, you can freely load/unload cargo or coin (or Prime Cargo, in Letter of Marque). Other than that, you do not participate in anything that happens at the island (e.g. you can't help defend the island and the island won't help defend your ship).

RAIDING a Port

- A **Port** is defined as an island that has at least 1 permanent cube on it.
- **PIRATES** replace the '**PLACE INFLUENCE CUBE'** ability ( ) with the '**RAID PORT'** ability.
- You cannot **RAID** a Port that you control, but you *can* **RAID** a Port that contains one or more of your cubes.
- If an island is defended by a Fort/Garrison, you must destroy it before you can **RAID** the Port.
- When you **RAID** a Port, you use the abilities on your cards and/or ship to *remove* cubes from the island.
  - You may also remove one cube from an island for each ability you use from your ship or crew card(s). Note, you can't use the same in a battle and a **RAID** in the same turn.
- You first remove non-permanent cubes. Gain 1 cargo or 1 coin onto your ship for each cube removed. You remove cubes from bottom to top on the track – it is possible that you could regain control of an island this way.
- If there are no non-permanent cubes remaining on an island, you may use a or ability to remove ***all*** permanent cubes present.
- Once all permanent cubes have been removed from a Port, the Port has been **SACKED**:
  - Load any cargo/coin currently stored on that island onto your ship. **NOTE**: if playing with the Letters of Marque expansion, you may also take any *discovered* from the island.
  - Place a marker on the highest uncovered VP number shown in the top right of the ocean board and place coin equal to that number onto your ship into your chest.
  - Place a cube on the **Legendary** achievement. (If playing with the **Battle Crazed** achievement, this *would* count as a non-building battle)
- **NOTE**: If an island has been **SACKED,** it can be subsequently 're-settled' (cubes may be placed) by any other non-**PIRATE** players.