Rules

Not every ship that leaves the harbor is destined to make history. Some sink in the first storm; others vanish without a trace among banks of fog and treacherous reefs. But those vessels whose names are still whispered in every dockside tavern decades later grow stronger with every voyage. An extra cargo hold for priceless plunder, a reinforced deck for raging battles, or a magnificent captain's cabin grand enough to make even the proudest governor pale with envy—every addition tells the story of hardships overcome and fortunes won.

Before long, word of the marvel you have created spreads throughout the Caribbean. After all, a pirate is only as feared as the ship that carries them. So choose wisely which planks you place between bow and stern. In the end, it will not only be your name that becomes legend—but also the ship whose reputation sails before it.

New Components



4 identical Bow Tiles



4 identical Stern Tiles

24 Ship Tiles (with 5 symbols)



3× 3× 6× 6× 6×



2 new Figurehead Tiles



4 Tracker Boards



1 Parrot (assembled from two pieces)

Setup

Set up the game according to the base game rules, with the following changes. The numbers below refer to the corresponding setup steps in the base game.



8a) Do not use the **Ship Boards** from the base game; instead, each player takes one **Bow Tile** and one **Stern Tile** from this expansion and places them together to form their Ship Board. In games with fewer than 4 players, return the unused Bow and Stern Tiles to the game box.



8b) Sort the **Ship Tiles** from this expansion into 5 stacks according to the symbol in the top right corner. Shuffle each stack separately, then place the five stacks **face up** next to the Caribbean.



8c) Optional: Each player takes one **Tracker Board** from this expansion. During the game, you can track your permanent discounts, extra steps on the Exploration track, and additional Raiding Power with it, using the gray Marker Cubes from the base game. If you go past 7 on a track, simply place an additional Marker Cube.

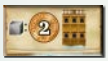
12) Before creating the Figurehead Market, add the new **Figurehead Tiles** from this expansion to those from the base game.



15) Optional: Assemble the **Parrot**. Use it to mark the player who will take the final turn in the third round.

Gameplay

Play the game according to the base game rules. Notice the new symbols on the Bow and Ship Tiles:



Gain 2 Doubloons for each Ship Upgrade that you have performed so far (including this one). Then take the top Ship Tile from either of the two stacks with 6 Upgrade slots (or symbol) and place it between your Bow and Stern Tile.





Take the top Ship Tile from any stack with 4 Upgrade slots (/ or symbol) and place it between your Stern and the Ship Tile immediately to its left. You may expand your ship with any number of 4-slot Ship Tiles by performing the appropriate Ship Upgrade, as long as Ship Tiles remain in the supply.





Immediately gain the benefit of the Exploration board space in front of and behind your Explorer, even if other Explorers occupy those spaces. In case of a fork, you may choose.



Immediate effect:
Move your Explorer to the space right after the next river and activate its effects. If no river is ahead, ignore this effect.



Treat other players' Black Markets as if they were your own.



End of Game and Scoring

The end of the game and final scoring remain unchanged. Carry them out according to the base game rules.

Solo Game

The solo game rules also remain unchanged. The changes described above apply to all numbers of players.



Glossary

New Figurehead #1: Net
Provides 2 additional Upgrade slots. When placing a Marker Cube on this tile, you may acquire a Ship Improvement card from the Caribbean at a discount of 7 Doubloons. As usual, you may apply any additional discounts you have, to a minimum cost of 0 Doubloons.



Note: Marker Cubes on this Figurehead also count toward the barrier lines on your ship.

New Figurehead #2: Shell
Whenever you move your ship only 1 or 2 spaces in the Caribbean, you may also upgrade your ship once, in addition to resolving the action of the card you reached.