# PLAYING THE GAME

Take turns with your opponent. Each turn you can choose ONE of the following actions for EACH of your ships:
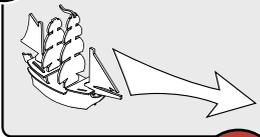
(A) MOVE ACTION
Each ship can move a certain distance. No die roll is required.

or
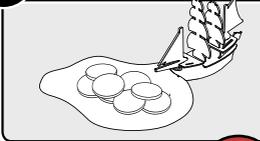
(B) EXPLORE ACTION
When you dock at a wild island, you can explore it.

or
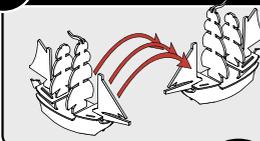
(C) ATTACK ACTION
Sinking the other ship stops it from getting gold!

or
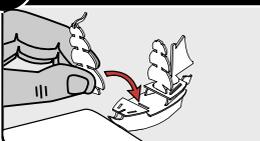
(D) REPAIR ACTION
When you're docked at your home island, you can repair.

NOTE: Actions may be altered by ship special abilities.

(A) MOVE ACTION

15 POINTS · HMS Ex... · 3 · 🚢 · 🚢➡ L+S

VERSION 4.12

This ship's base move is **L+S**. This means that every turn it can move up to one **L** length then one **S** length.

① Be sure to measure from bow to bow when you're moving! — **L**

② — **S**

③ Be sure to end your movement at the bow!
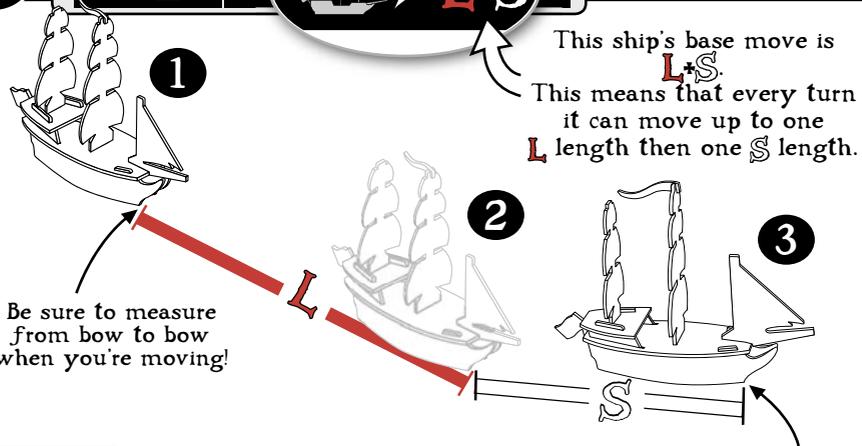
Docking
This ship ended its movement with its bow touching an island. It is DOCKED.
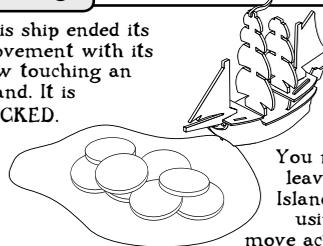
You may leave an Island by using a move action.

NOTE: Not all ships move this fast. Your ship might have a movement of **S** or **S+S** or **L**. These letters indicate how many Long or Short lengths of a card your ship can move each turn.

(B) EXPLORE ACTION

15 POINTS · H... ...PLE · 3 · L+S · 🛒 🎲🎲

The cargo capacity is how many treasure coins your ship can carry. Each coin is worth a certain number of treasure points.

NOTE: You cannot dock at, explore, or take treasure from your opponent's home island.

EXPLORING

If you're docked at a wild island, you can take treasure. Choose the coins without looking at their value and put those in front of you (be sure to check how much cargo your ship can hold). When you dock at your home island and unload them, turn them over–they're yours!
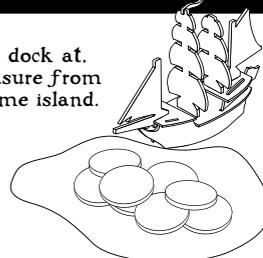
(C) ATTACK ACTION

15 POINTS · HMS Exa... · 3 · 3 · 🛒 🎲⬜🎲

① CHECK YOUR CANNONS
The number on each of your masts is its cannon rank. When you attack, you must roll HIGHER than this number to hit.

The color of the square is the range.
In this case:

- Rank 4, Range of **S** → ⚁
- Rank 4, Range of **L** → ⚄

② MEASURE YOUR RANGE
Front cannon **IN** range.
Center cannon **OUT** of range.
Rear cannon **IN** range.

Measure from each mast to ANYWHERE on the target ship. If you're within range, you can shoot that cannon.
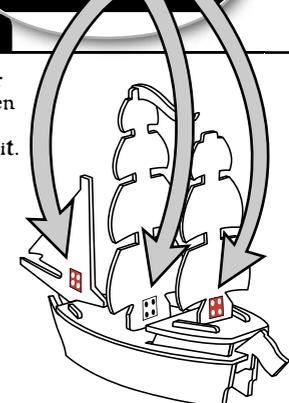
③ TAKE YOUR SHOTS
Roll the die once for each cannon in range, and compare each result to the rank of that cannon.

If you roll higher: **YOU HIT!!**

If you don't: you missed with this cannon.
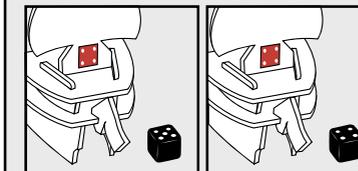
NOTE: An attack action allows you to fire ALL of that ship's cannons that are in range of a target.

NOTE: You cannot fire at a ship that is docked at its home island.

④ DO YOUR DAMAGE
When you hit an enemy ship, your opponent has to remove one mast, but he or she gets to choose which one. When a mast is removed, that cannon can no longer fire!
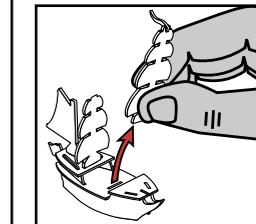
If there are no more masts to remove, that ship is sunk!

(D) REPAIR ACTION

You can replace one mast on any ship that is docked at your home island.

Home Island