



 *Of Banished Privateers*
Tales VOL. I

**PIRATE
ALMANAC**

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Nassau



Victory Point Tracks:

- ① Controlled Fleet Track
- ② Treasure Map Track
- ③ Flying Gang Support Track

Nassau Action Fields:

- ④ Market
- ⑤ Smugglers
- ⑥ Fellows
- ⑦ Tavern

Card Shop:

- ⑧ Card Store Deck
- ⑨ Cards for purchase
- ⑩ Shop Discard Pile

Card Shop Profit Fields:

- Ⓐ Take 1 Gold from the Resource Bank
- Ⓑ Take Your Sloop from here



Only 1 Sloop pawn can be placed on each Nassau Action Field in a Round.



Ships



Barbadian Pilot

Action: Move up to 3 Pirates of ANY Player

Reward: 1 Flying Gang Support Track Point

Control field: Move 1 Pirate of ANY Player



Bostonian Merchantman

Action: Take 1 Gold OR Take 2 Rum

OR Exchange 1 Gold for 3 Rum

Reward: 1 Flying Gang Support Track Point

Control field: Draw 1 Card, then discard 1 Card



HMS Scarborough

Action: Exchange 5 Rum for 4 Pirates

OR Exchange 4 Gold to draw a Card + 3 Pirates

OR Place 1 Pirate

Reward: 1 Flying Gang Support Track Point

Control field: Move 1 Pirate of ANY Player



Nuestra Señora de la Concepción

Action: Take 2 Gold and 1 Rum

Reward: 1 Flying Gang Support Track Point

Control field: Take 1 Gold



Prison Ship

Action: Exchange 1 Gold for 1 Pirate
 OR Exchange 2 Gold for 2 Pirates
 OR Exchange 3 Gold for 4 Pirates
Reward: 1 Flying Gang Support Track Point
Control field: Draw 1 Card



Queen Anne's Revenge

Action: 1 Treasure Map Track Point
 OR Exchange 3 Rum for 2 Map Track Points
Reward: 1 Flying Gang Support Track Point
Control field: Take 1 Rum



St. Kitts Smuggler

Action: Take 1 Rum + Draw 2 Cards
Reward: 2 Flying Gang Support Track Points
Control field: Take 1 Rum



The floating shanty town

Action: Exchange 3 of your Pirates for 1 Treasure Map Track Point
 OR Exchange 5 of your Pirates for 2 Treasure Map Track Points
 OR Exchange 8 of your Pirates for 3 Treasure Map Track Points
Reward: 1 Flying Gang Support Track Point
Control field: Draw 2 Cards, then discard 1 Card



The Ranger

Action: Place 2 Pirates
 OR Exchange 2 Gold for 4 Pirates
Reward: 2 Flying Gang Support Track Points
Control field: Move 1 Pirate of ANY Player



Captains



Battery Molina

After Sailing – discard X gold, discard X Pirates of other Players from any Ship.

This Captain's advantage is his uncanny ability to take out enemy Pirates with a surprise volley that comes out of nowhere. This may change the fate of the Mutiny, because to take part in it, you need to have your live people there... Unfortunately, good gunpowder has its price, expressed in pure Gold...



Blackpowder Pete

Mission: Discard 1 of your Pirates, and remove up to 2 Cards from your hand or your Discard Pile.



Thanks to his passion for everything that explodes, this crazy Captain has a small but extremely efficient and effective crew. Every slacker and lump will soon encounter one of Blackpowder Pete's inventions, which usually doesn't end well for them.



Eva the Navigator

After Sailing: discard 2 Rum to play your second Turn immediately.



A brilliant navigator who, regardless of whether she holds a telescope or a bottle of sherry in her hand, will always bring you closer to your destination. And we know that since there are two eyes, two bottles of sherry will allow her to be in two places simultaneously.



Filthy John

After Sailing: place 2 Pirates and take 1 Gold.



This Captain, whose wild eyes and filthy robe are like a magnet to a compass needle, attracts Pirates, who will be ready to follow him even into fire. Every expedition, even a small one, always ends with a heavier purse. With him, you will never complain about poverty and the lack of people devoted to you.



Fingers

After Sailing (Jolly Boat or Sloop): summon your Jolly Boat.



The captain, whose hobby is shipbuilding, is not happy with the traders who sell him rotten wood. This results in the fact that his original Jolly Boats usually end up as submarines, but Fingers always has more of them up his sleeve.



Freebird

Sailing with a Freebird Card:
For the Rules of Sailing,
a Jolly Boat is treated as a Sloop.



You never know exactly where you'll sail under Freebird's command. But rest assured, if she's running the ship, she'll be let in everywhere. And you never know whether it's due to her fame or the number of guns ready to fire. It doesn't matter, even when she's sailing in a little rotten Jolly Boat.



Jens

Mission: Exchange 1 Gold for 3 Rum
OR Exchange 1 Rum for 3 Gold.



No one knows exactly what Jens is doing in the cargo hold and why he needs those buckets of seawater, but the Rum he dilutes always finds willing buyers in ports. No one asks what quality Rum he brings on board, but the important thing is that he does it cheaply.



Magda Malvina

After Sailing: discard 4 of your Pirates, gain 1 point on the Treasure Map Track, and move any Player back 1 point on the Treasure Map Track.

New faces often appear in this Captain's crew, but this is because Magda Malvina knows perfectly well when and whom to send to spy and listen to rumors about buried treasures.

She also knows how to recognize the rats of other Captains to feed them false directions so that others go in the wrong direction.



Meat Stick Nick

Start of the Game: You start on the 2nd field of the Treasure Map Track.

Before EACH Mutiny: Discard 4 Rum to remove up to 2 Pirates on a Ship with a Mutiny marker.



Thanks to his pirate roots, he has an old but true pirate map leading to the treasure. His grandfather taught him that nothing beats a few barrels of rum and a well-sawn rail to get rid of a mutinous crew.



Monkey Boy

Sailing: The Monkey Boy card has all the Sailing Symbols.

After Sailing: draw 1 Card, and select a Player, this Player discards 1 Card of their choice.



His inspired past helps him navigate difficult circumstances. No one knows whether he is guided by a guardian angel or the horned one himself. The clue may be the fact that his happiness leads to the misfortune of others.



Quinton Taljenblock

After Sailing: Take 2 Rum, and move any number of YOUR Pirates.



This captain always gets his crew behind him, whether it's fighting, treasure hunting, or bilge cleaning.

It is not known whether this is due to his personality, charisma, hard fists, or a few barrels of rum conjured out of nowhere.



Shameless Will

Start of the Game: take 3 Rum and 3 Gold.

Sailing: Discard 1 Rum, Shameless Will Card has all Sailing Symbols.



His obscure connections to the East India Company will give you a solid start with a full chest and an equally stuffed cargo hold.

A bit of noble rum, poured into the right mouth, will prevent anyone from examining his forged documents too closely.



Miroslavus the Silver-Tongued

Mission: Discard any number of Cards from your hand, and EITHER Buy a Card with a cost equal to the number of cards discarded +3
OR Discard 2 Gold, Buy a Card with a cost equal to the number of cards discarded +3 to your hand

A silver-tongued Captain whose speeches can convince anyone to join his cause. Unfortunately, it takes more time than he would like, and sometimes it can devastate his pouch, although he claims that these expenses are worth it.



“Soulless” Monk

After Sailing: Discard 4 of your Pirates, and gain 2 Treasure Map Track points.



He adopted the pseudonym to distance himself from his monastic past. He was a bad monk because he liked to drink a lot, and when he drank, he used to start fights.

He turned out to be a good pirate because he likes to drink a lot, and when he drinks, he starts fights.

They call him “Soulless” because he can send his people on a suicide mission without blinking an eye, but it always brings him benefits.





Cards



Mission: use **any Action field**, regardless of whether it is empty or there is already a Sloop or Jolly Boat of **ANY Player** (even yours).
You **do not** use the Jolly Boat or Sloop pawn when performing this Action.

A true captain is not defined by the size of the ship but by the strength of his character.



Mission: Remove this card from the game to draw 3 cards from the **Card Shop Pile** and then remove 2 of them from the game. The third Card you draw stays in your hand..

...and I'm telling you, you'll do what I tell you...



Buying Cards: discard **X Rum**, and get **X Favors** to purchase Card.

...what? No more rum?!



Mission: Remove this Card from play, then add any 1 Card from **ANY Player's Discard Pile** to your hand.

Baby, even if I show you the real world...



After Sailing to St. Kitts Smuggler: take 1 Rum.

Is that rum? And I thought it was a barrel of plain water...



Jonas' Curse: You can buy this Card for yourself or ANOTHER Player. Each time this card goes into a Player's Discard Pile (even after purchasing it), that Player moves his Officer Marker back on the Flying Gang Support Track by 1 field (ignore this if the Player's Officer Marker is on the "0" field). When a Player removes this Card from play, they score 4 points on the Flying Gang Support Track.

"And they took Jonah and cast him into the sea, and the sea ceased to be raging." Jonah 1, 15–16

After Sailing: Discard a set (1 Rum + 1 Gold) X times to discard X Pirates of any Player from any ONE Mutiny Field, and add X of your Pirates to that Mutiny Field.

Let's raise a toast to the buzzing argument in my case.

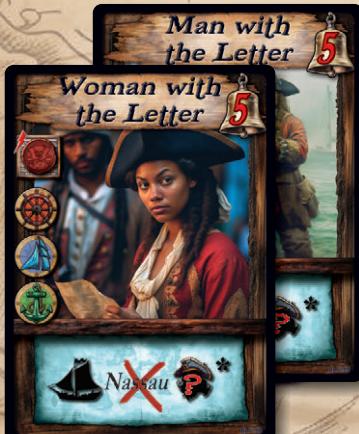


Mission: Discard 2 Rum, discard 2 Pirates of any Player from ONE Mutiny Field.

...and a bit of cowbane to taste...

Buying Cards: Discard 1 Gold OR 1 Rum, and gain 3 Favors.

Buy me this necklace and I will introduce you to the real captain...



Sailing: Place your Sloop in the Action Field of ANY Ship (not Nassau), even if there is another Sloop there. Use this Ship's Action.

We order the holder of this letter to provide all possible help...

Icons used in the game



resources: Rum and Gold



ships: Jolly Boat and Sloop



summon



place a Pirate to any Mutiny field



move any Player's Pirate to any Mutiny field



perform after Sailing



choice EITHER/OR



replace



amount of Favors when purchasing Cards



immediately obtain any one Card from the Card Shop without paying its cost



any Player



draw a card from Your deck



discard pile



discard a Card



draw a Card from Your discard pile



remove a Card from Your hand or discard pile from the game



remove THIS Card from the game



discard the crossed out X times



doesn't work on Nassau



score 1 point on the Treasure Map Track



score 1 point on the Flying Gang Track