

Blackbeard's lost fleet



The Banished Privateers
Tales VOL. I



TABERNA
VAGANTIS
PUBLISHING

GAME MANUAL

DESIGNED BY ANDRZEJ KOZAKOWSKI & MIROSŁAW TALIK

Betrayals, mutinies, boardings - unfriendly human faces

Blackbeard was one of the most famous pirates of the 17th and 18th centuries.

It was November in the year of our Lord, 1717 and something unexpected happened. Blackbeard's fleet arrived in Nassau without its Commander a few days ago. Some said he was killed during a battle at sea, others that he sailed with trusted men to hide his vast treasure.

No one knows the truth except Blackbeard himself. Perhaps it's not worth to be looking for answers but one should simply seize the opportunity. How about trying to take over the fleet? Blackbeard's legendary treasure, hidden somewhere nearby, is also not to be despised.

Then again, things aren't going well in Nassau either. The pirates of the Flying Gang ruling it need their famous leader.

Add to this the Ye Banished Privateers hanging out in the pubs and taverns with their eyes streaked with rum and dreams of glory, gold and power, and it all leads straight to a massive brawl.

Drag your captain out of the tavern, mend your cord, make sure your pistols are primed and, with a cautious if slightly wobbly step, head for the harbour.

Your goal is victory and your only allies will be your recruited companions.

The road to the top will be strewn with Mutinies and taking control of the abandoned fleet.

Gaining influence among the Flying Gang is surely going to help.

Maybe you'll be the one to find the legendary treasure?

Conspire, plot, take what's yours and give it to no one!

The game does not reflect history and all the elements included are only intended to provide a certain level of entertainment, not historical realism.

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Game www: blf-game.com

Autors: Andrzej Kozakowski i Mirosław Talik

Collaboration: Ye Banished Privateers

English Translation: Marta Joanna Stańczyk

Testers:

Number of Players: 2-4

Time: 75-150 min.

Suggested age of Players: 14+



Contents



Nassau Game Board



9 Blackbeard's fleet Ship's boards



58 Fellow's cards



Mutiny Marker



4 Pirate Treasure Chests



30 Rum and Gold tokens



14 Captain's boards

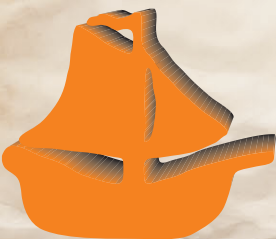
4 sets of Player pieces (4 colours):



- 14 Fellow starter cards (background in a Player's colour)



First Player Marker



2 Sloops



1 Jolly Boat



7 Petty Officers



15 Pirates

Fellow Cards are later called simply Cards

Game Setup

- 1 Place the Nassau board in the centre of the table.
- 2 Place the 9 Ship boards around the Nassau board.
- 3 Place the Resource Bank (Rum, Gold) in an area accessible to all players.
- 4 At the bottom of the Nassau board, create the Card Shop by shuffling its deck and revealing the first 5 Cards into the appropriate spaces on the board. The last field of the Card Shop is the space for discarded Cards.
- 5 Choose your colour and collect starter sets in your colour (14 Fellow starter Cards, 15 Pirate markers, 7 Petty Officers markers, 2 Sloops and 1 Jolly Boat).



- 6 Each Player places a Sloop cone on the 5th field of the Treasure Map Track on Nassau (*telescope*).

Place the Players' Petty Officers Markers on the starting fields::

- 3 Victory Tracks (Controlled Fleet Track **A**, Treasure Map Track **B**, Flying Gang Support Track **C**),
- 4 Venues Tracks (Marketplace, Merchant, Friends and Tavern - **D**).





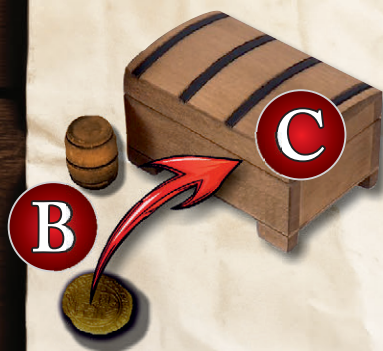
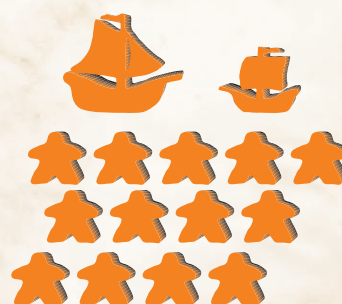
- 7** The first player is the one who was the last to sail the ship or you choose at random. This player receives a **First Player Marker** and a **Mutiny Marker**.
- 8** Starting with the **First Player**, place two **Pirate Pawns** from your resources on any **Ship Mutiny** fields (*you may place both Pirates on one Ship or different Ships*). The last Player places an additional third **Pirate Pawn**.



Player Setup

- 1 In reverse order (*starting from the last Player to the first*), each Player chooses a **Captain board** **A**.
- 2 The remaining Players discard the starting Card with that name from the game. *Only the Player who has chosen a given Captain's board has a Card with his name in his deck.*
- 3 Each Player secretly removes any of their Starter Cards so that they **start the game with 10 Starter Cards**.

In a 4-player game, each Player removes an additional 1 card, in a 3-player game – 2 cards, in a 2-player game – 3 cards.



- 4 Each Player takes starting resources into their private resources **starting resources** **B**:

- 1st Player - 1 Rum, 1 Gold,
- 2nd Player - 2 Gold,
- 3rd Player (in a 3+ Player game) - 1 Rum, 2 Gold,
- 4th Player (in a game for 4 Players) - 1 Rum, 2 Gold,

- 5 Players store their Gold in their Pirate Treasure Chests in such a way that the amount of Gold they have is hidden from other Players **C**.

- 6 Each Player shuffles their **deck of Cards** **D** and places it to the left of their **Captain board** and then draws 5 cards from it **E**.

These 5 cards will be available for play during the first Round.

- 7 Leave a space for your discard pile **F** on the right side of the **Captain board**.

NOTE:
For the first game,
we recommend that you
use a set of Captain
boards according to the
letter in the bottle.



Outline of the rules of the game

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Goal of the game

You are a captain who, with the help of your fellows, wants to take over the power among the pirates after the disappearance of Blackbeard. You will conspire against other captains, search for legendary treasure, instigate mutinies and ship takeovers, and in your quieter moments, seek the support of your pirate brethren.

Your successes will be reflected by the position of your Petty Officers on the 3 Victory Tracks:



Controlled Fleet Track
(number of ships you have captured)



Treasure Map Track
(treasure hunt progress)



Flying Gang Track
(support of your pirate brethren)

Captains

The **board of the Captain** you have chosen, shows which unique skills you possess.

Each Captain is different and has their ways to win.

Details of each Captain are described in the **Pirate Almanac**.



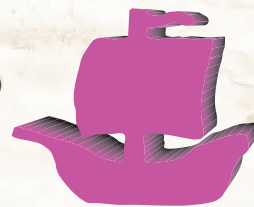
Sloops and Jolly Boats

Sloops and **Jolly Boats** are pawns that Players send to fields of Nassau or Ships to gain resources or perform Actions from the target field.

At the start of the game, each Player has in their resources available **1 Sloop** and **1 Jolly Boat**. When a Player's Petty Officer reaches the **5th field of the Treasure Map Track**, the Player gets an **additional Sloop** located there, which they will be able to use from that point until the end of the game.



Sloop



Jolly Boat



Petty Officer

Petty Officers

Petty Officers are a Player's markers that indicate how strong a Player's position is on each of the Nassau Tracks.

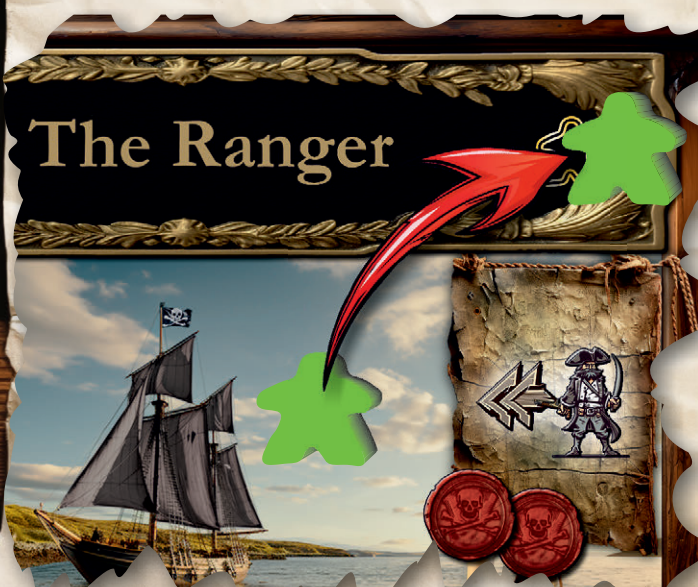
Pirates

Pirates are Player's pawns that represent members of the crew.

They can be used to resolve **Mutinies** and **search for Treasure**, among other things.



Pirate



Officers

An **Officer** is a Player's **Pirate** who, as a result of a successful **Mutiny** has taken control of one of the Ships of Blackbeard's Fleet.



Player's Deck



Player's Hand



Discard Pile

Player's Deck

As the game progresses the Players have the opportunity to acquire new **Cards** which they will use in the game. **Cards** have different actions and abilities, so as the game progresses, each Player's deck will become increasingly different.

Each time you should, but cannot, draw a Card (and only then) because you have run out of the deck, **shuffle your Discard Pile** to create a new deck and continue drawing **Cards** from there.

Each time you acquire a new **Card** for your deck, place it in your **Discard Pile**.

During the game, Players may also have the option to remove Cards from their deck to get rid of cards that are not very strong and as the game progresses, increase their chances of picking up the stronger Cards acquired.

Golden rule

If the content of the Captain's board, or a game card, conflicts with the rules in the Manual, the importance of the content is as follows:

1. the content of the Captain board,
2. then the content of the Card,
3. and only then the general rules of the game.



Niels reminds us of the Golden Rule



Round and Player turns

The game lasts for a maximum of 9 Rounds. Each Round consists of the following phases:

1. Start of the Round
2. Player Turns
3. Ship Mutiny

1. Start of the Round



The Player holding the **First Player Marker** selects a Ship by placing the **Mutiny Marker**.

He may only select a Ship on which there is not yet an Officer of either Player.

In this round, a Mutiny will break out on that Ship.



The **Action Fields** are located on the Ships and Nassau



Anatomy of a Fellow Card:



- A Card name
- B Card number

- 1 Required number of Favours to purchase this card
- 2 Free Action Bonus
- 3 Sailing Icons
- 4 Favours provided by this card
- 5 Bonus or available Mission of the card

2. Player Turns

Starting with the Player holding the **First Player Marker**, Players take their Turns in a clockwise direction.

In their Turn, a Player must choose one of three Options:

- **Sailing** (*Sending a Fellow to the Action Field*)
- **Fellow's Mission** (*Performing the Mission from the Fellow Card*)
- **Fold and Purchase Cards**

The Player may also perform any number of **Free Actions**.

A **Free Action** consists of discarding a Card in exchange for the resources shown on the field with the red lightning bolt (see Fellow Card Anatomy 2).

Sailing (Sending a Fellow to an Action Field)

To **Sail**:

1. Select a location to which you want to **Sail**,
2. Play a **Card** from your hand with a **Sailing** icon that matches the icon of the place you are Sailing to,
3. Place your **Jolly Boat** or **Sloop** pawn on an available **Action Field**,
4. Perform the **Action** of the field on which you have placed the **Jolly Boat** or **Sloop**,
5. Move the played **Card** to YOUR discard pile.

SAILING TO NASSAU:

No Sailing icon on the Card is needed to place a Sloop on the Nassau Action field
(every pirate knows how to get to Nassau).

Card



Ship



SAME Sailing icons

Sailing Rules:

- Jolly Boats and Sloops have their specific places on each Action field (in Nassau and on each Ship, a pawn outline);
- Each of these spaces can hold only ONE pawn;
- If the Ship Action field is empty, you can place both a Jolly Boat and a Sloop on it (only on a space corresponding to the shape of the pawn);
- If the Ship Action field is occupied by any Player's Jolly Boat (even yours), you may only place a Sloop on it;
- You can only place a Sloop on the Nassau Action field,
- If the Action field (Ship and Nassau) is occupied by any Player's Sloop, you cannot place any pawn there this Round;
- You cannot place a Jolly Boat or Sloop on the Action field and not perform that Action.

Correct



Incorrect

Some Cards provide a **Sailing Bonus**.

You consider the bonus after you have performed the entire Ship Field Action.

On the Cards, the Sailing Bonus is indicated by an icon of an exclamation mark on a blue background.



Example of a Card's Sailing Bonus



Anatomy of a Ship board:

- 1 Name of the Ship
- 2 Required Sailing icon
- 3 Mutiny Field
- 4 Ship Action Field
- 5 Space for a Jolly Boat
- 6 Space for a Sloop
- 7 Officer's Field
- 8 Flying Gang Track Award
- 9 Control Field

Ship Actions

The **Ship Action** field may contain several options separated by a diagonal line.

You can only perform one of them!

Control Field benefit

If the Ship on which you place a Jolly Boat or Sloop already has an Officer, the Player who owns that Officer's pawn may use that Ship's Control Field benefit.



Nassau Actions

There are **4 Action Fields** on the Nassau. Each of them is located at one of the **4 Venue Tracks** (Marketplace, Merchant, Friends, Tavern).

- 1 Place your Sloop pawn on one of the free fields of the Venue Tracks.
- 2 Move your Petty Officer standing on that Venue Track one field to the right.
- 3 Collect everything from the Field to which you moved your Petty Officer.

Adding Pirates



If an Action allows you to **add a Pirate**, you place your **Pirate pawn** to the **Mutiny Field** of any Ship.

Moving Pirates



If an Action allows you to **move a Pirate**, you may **move the Pirate of any Player** between any Ship Mutiny fields.

Fellow's mission

Some **Cards** have a field allowing them to perform a **Mission**.

Missions are performed without using Jolly Boats or Sloop pawns.

To perform a Fellow's Mission:

- Play a Fellow Card that has a **Mission field** (*the white background of the bottom part of the Card*),
- Consider the **effect of the Mission** in its entirety,
- Discard the Card to **your Discard Pile**.



Example of a Card's Mission Field

Bonus of a Card that conforms to the Captain board

A **Card** conforming to the **board of the Captain** you have chosen gains special abilities.

You can play this Card in one of two ways:

- 1 As a regular Card,
- 2 Using a special ability from the Captain board.

Each **Captain** provides unique abilities. A detailed description of each **Captain board** can be found in the **Pirate Almanac**.

NOTE!

Some Captain boards change the basic rules of the game



Folding and Purchasing Cards

When you can't or don't want to perform the Sailing option anymore, or the Companion Mission, you must **Fold**.

You still receive **Benefits** from the Ship Control Fields.

When you fold, perform the following steps:

1. **Transfer the First Player Marker,**
2. **Take advantage of Free Actions,**
3. **Buy new Cards,**
4. **Refresh your Hand.**

1. Transferring the First Player Marker



- A. If you Folded, take the First Player Marker. It will stay with you until the end of the next Round.
- B. If you Folded and have the First Player Marker, put it in the centre of the table.
- C. If the First Player Marker has changed hands, the other Players skip the First Player Marker Transfer.

NO PLAYER MAY EVER own the First Player Marker for two Rounds in a row

2. Taking Advantage of Free Actions



When you Fold, you can also perform Free Actions by discarding any number of Cards to acquire the resources they provide (*boxes with red lightning*).

Before purchasing Cards, you can perform the bellow ONCE:

- discard X Rum to discard X Cards from the Card Shop,

or

- discard 1 Gold to discard any number of Cards from the Card Shop.

Cards discarded in this way go to the Card Shop Discard Pile.

If you have done so, fill the empty spaces in the Shop with new Cards.

3. Purchasing Cards



Uncover all the Cards remaining in your hand and add up the number of Favors they provide (*green values on the bells*).

The cost of purchasing a Card is located in the upper right corner (*red number on the bell*).

You can buy as many Cards as you like, provided you have enough Favors.

You can divide the Favors among several Cards you buy.

Unused Favors are forfeited.

Purchased Cards go to your Discard Pile.

If the Card Shop Deck has run out, shuffle the Card Shop Discard Pile to create a new Card Shop Deck.

If a Card is taken from the Shop, immediately refill the Card Shop by adding a new Card to the empty field.

At all times during the game, 5 cards should be visible face up in the Card Shop.

Some Cards provide a **Purchase Bonus**, which adds additional Favors when you purchase Cards (*green background at the bottom of the Card*).

If you want to use it, declare it before purchasing Cards, saying what your final amount of Favors is.



Example of Card Purchase Bonus

4. Refreshing your Hand

1. Discard all your unused **Cards** to your Discard Pile.
2. Draw **5 Cards** from your Deck.

If your Drawing Pile is empty, shuffle your Discard Pile to create a new one and draw until you have 5 Cards in your hand.



Example of Purchasing Cards:



A player proceeds to **Purchase Cards**. They do not want to spend Rum/Gold to refresh the Card Shop.

The player has **4 Favors** (2 on the Jens card and 2 on the Nameless Peter card).

He can get additional Favors by using the Nan "Eye" Fortelle card ability, which will provide the number of favours equal to the number of discarded Gold.

A player wants to buy a Blackbeard card with a cost of 7 Favors. To do so, they declare to discard 3 Gold to buy the 3 Favors they are missing with the help of the Nan "Eye" Fortelle card.

Immediately after the purchase of the Blackbeard card, another card from the Shop Card pile is added to the emptied space. This is the Woman with the Letter card with a cost of 5 Favors. The Player has no more Favors, and there is no Card with a cost of "0" in the Card Store, so the Player finishes buying cards.

Player's Hand



Gard Shop after purchase:



3. Mutiny on the Ship

When all Players have folded in this Round, a Mutiny breaks out on the Ship:

1. **A Mutiny breaks out on the Ship with the Mutiny Marker.**
2. **ONLY** Players who have Pirates on this Ship take part in the Mutiny.
3. Each player taking part in the **Mutiny** secretly decides how much **Gold** they want to spend on bribing the crew of this Ship, hiding it in their hand.
4. Players simultaneously reveal the **Gold** hidden in their hands.
5. The **Mutiny** is won by the player who has the **most Pirates and Gold combined**.
6. All Players discard the **Gold** used in this **Mutiny**.
7. Players who lost the **Mutiny** remove half of the Pirates (rounding up) from that Ship (*Pirates return to the Player pool*).



The Ranger

Winning the Mutiny

Player who won the **Mutiny**:

- Places one of their Pirates participating in the Mutiny in the Officer's field on this Ship.

This Pirate pawn will remain in the Ship's Officer Field until the end of the game, permanently reducing the pool of available Pirates for this Player.

- Moves his Petty Officer one field forward on the Controlled Fleet Track,
- Advances their Petty Officer on the Flying Gang Track by 1 or 2 fields, depending on the reward on the Ship,
- All remaining Pirates of the Player who won the Mutiny are returned to their pool.

Tie

If several Players are tied for having the same highest Pirates and Gold total, the Player who has more Pirates on that Ship wins.

If there is still a tie, the Player with the First Player Marker wins.

If the First Player did not participate in this Mutiny, the tied Player closest to them on the left wins.

One Mutiny per Ship

A Ship on which a Mutiny has been performed will never undergo another Mutiny during that game

Control Field

A Player who has their Officer on the Ship can use the benefit of this Ship's Control Field.

They can collect this Benefit whenever any Player (*even them*) uses this Ship's Action.



EXCEPTION: Mutiny without Pirates

If there are no pirates on the Ship during a Mutiny, the Player with the First Player Marker wins the Mutiny. He places a Pirate from his Pool on the Officer's field.

Clean-up after the Mutiny

All unlocked Sloops and Jolly Boats are returned to their availability pool.

Example of the Ship Mutiny on St. Kitts Smuggler

The Green Player has 4 Pirates, the Orange Player has 3 Pirates.

Both Players secretly bid using their Gold.

The Green Player bids 0 Gold, and the Orange Player bids 3 Gold.

The power comparison is as follows: Green Player 4, and Orange Player 6.



The Mutiny on this Ship was won by the **Orange Player**



Winner (Orange Player):

- 1 Advances their Petty Officer 1 field on the **Controlled Fleet Track**,
- 2 Advances their Petty Officer by 2 fields on the **Flying Gang Track**,
- 3 Promotes one of the Pirates who participated in this Mutiny to **Officer** and places him in the **Officer Field** of this Ship.
- 4 The winner is entitled to benefit from this Ship's **Control Field** (*every time anyone uses this Ship's Action, they will receive 1 Rum*),
- 5 They move the remaining 2 Pirates to their pool.

Loser (Green Player):

- 6 They move 2 Pirates to their pool (*half of 4, rounded up*).



Game End and Victory

End of the game

A game of Blackbeard's Lost Fleet lasts 9 full Rounds (9 *Mutinies*) unless one of the **Accelerated Game End** conditions is met or an **EPIC GAME END** occurs.

Accelerated Game End - Finding Blackbeard's Treasure



If any Player's **Petty Officer** reaches the **15th field** on the **Treasure Map Track** (16th for 3 Players or 17th for 2 Players), this is the last Round of the game. The Player's **Petty Officer** always stops on the field that triggered the end of the game.

The game round is then played until the end, including the Ship Mutiny.

Accelerated Game End - Proclaiming Pirate King



If any Player's **Petty Officer** reaches the **12th field** on the **Flying Gang Track**, this is the last Round of the game.

The game Round is then played until the end, including the Ship Mutiny

Even if a Player received more Flying Gang Points or Map Track Points as a result of an action, their Petty Officer stops at the last field (depending on the number of Players) and the additional points are lost

Scoring:

Summarize all your values indicated by the position of your **Petty Officers** on:

- **Controlled Fleet Track,**
- **Treasure Map Track,**
- **Flying Gang Track.**

Add the remaining resources (*Rum and Gold*) to your score at a **3-for-1** ratio, rounding down (each full 3 resources gives 1 additional point, fractional values are not added).

The Player who scored the highest sum of points wins

In case of a tie, the Player with the higher value on the **Controlled Fleet Track** wins.

If there is still a tie, Players share the winnings.

Scoring Example



4 Points



11 Points



10 Points



2 Points



TOTAL: 4+11+10+2 = 27 Points

EPIC GAME END

The Player who, after the end of the Ship Mutiny,
has gained control of 5 Ships
(6 Ships in a game of 3 Players or 7 Ships in a game of 2 Players),
immediately **EPICALLY** wins the game.

The game ends.

No points are then added up.

**There is only one winner.
There are no second or subsequent places.**

SO SAY WE ALL...





Icons used in the game



resources: Rum and Gold



draw a card from Your deck



ships:
Jolly Boat and Sloop



discard pile



summon



discard a Card



place a Pirate to
any Mutiny field



draw a Card from Your
discard pile



move any Player's Pirate
to any Mutiny field



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



perform after Sailing



remove THIS Card
from the game



choice EITHER/OR



discard the crossed out
X times



replace



doesn't work on Nassau



amount of Favors
when purchasing Cards



score 1 point
on the Treasure Map Track



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



score 1 point
on the Flying Gang Track



any Player