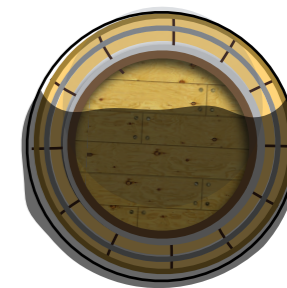




Ghost Pirate

expansion



This expansion introduces an additional barrel to the selection of barrel magic options. 'Ghost' is conjured during a pirate's turn (Moonlight phase) It resurrects a famous pirate from the 'golden age of piracy'. These Ghost Pirates bring with them their fearsome reputations, their ambitions and their relationships. Most will add to a ship's boarding strengths. Jack Rackham is driven by gold and his feelings for Anne Bonny. Anne Bonny and Mary Reid have a stronger bond and Blackbeard is feared by everyone especially those who have been resurrected.

During 'setup' shuffle the six-card resurrection deck and place it face down within easy reach. When conjuring 'Ghost' a pirate takes the top card of the resurrection deck and places it face-up by their ship. Ghost Pirates remain on deck and so take up no storage space. They are not objects.

Only a pirate without ghosts on their ship can resurrect a Ghost Pirate. Ghost Pirates cannot be stolen. They may switch ships due to the text on their cards.

The mermaids will attempt to return all Ghost Pirates to the Sea of Souls. If a ship is caught in a haunted space or ends its move in a haunted space when a 'Mermaid's Breath' is blowing all Ghost Pirates onboard are lost. Place their cards at the bottom of the resurrection deck. The same ghost can be conjured again once reaching the top of the deck.

Each ghostly pirate has endgame bonuses at the top of their card. Most have additional bonuses if certain conditions are met (for example reaching the Voodoo Shore).

The actions of each Ghost Pirate are explained on their card.

Jack Rackham

+1 VP

If you get to the Voodoo Shore Jack will dig up his treasure.

Take up to four coins from the Spanish Gold. If it is empty Jack still finds jewels he buried close by worth +2 VP

If you end the game with Jack and Anne Bonny, Jack is worth +2 VP.

Anne Bonny

+2 VP

When boarding another ship your ship's VP increases by one.

If you are boarded by or board Jack Rackham's ship he will join your crew.

If you end the game with Jack and Anne Jack is worth +2VP

Mary Read

+2 VP

When boarding another ship you may look at two of the Object cards on that ship before deciding whether to take one of them.

If you are boarded by or board Anne Bonny's ship she will join your crew.

Charles Vane

+2 VP

When boarding or boarded by a ship with fewer poppets that ship's VP decreases by one.

If you board or are boarded by a ship that has Blackbeard on board both Charles Vane and Blackbeard are returned to the Sea of Souls and you receive 2 coins from the mermaids.

Samuel Bellamy

+1 VP

If you reach the Voodoo Shore Sam Bellamy is worth +3 VP

When you board a ship all the Souls on board that ship are freed (return them to the bag). For every two souls freed you may move your ship one space South or West.

Blackbeard

+3 VP

When boarding another ship Blackbeard returns all resurrected pirates on that ship to the Sea of Souls.

Blackbeard is returned to the Sea of Souls by the mermaids if his ship is caught in a Mermaid's Breath

OR if he meets Charles Vane