

# League of Pirates Strategic and Less Random Variant by George Jaros

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Game review available at: <http://gijgames.blogspot.com/2014/09/first-and-second-play-impressions.html>

This version still has luck, but your decisions do actually matter! Based on the variant listed here, but with some additional changes: <http://boardgamegeek.com/thread/866781/less-random-variant-still-all-theme>

## 1. Setup

- a. Remove from the game the 4 Captains that are not selected. Do not put them into the Homeport Bags.
- b. Start with only 10 *Ship Points*, not 19.

## 2. The Dice Challenge Roll-Off

- a. The Dice Challenge roll-off is just each player rolling one die.
  - i. Alternate: Each player rolls their *Skill Die* and one d6 and the winner is the Captain with the highest total *Skill* for both *Skills* plus the value of their d6.
- b. The winner of the Dice Challenge roll-off goes first. Then the loser goes second, before there is another Dice Challenge roll-off.

## 3. Actions – Press Gang

- a. **No Change** – Pay 1 *Ship Point* to draw 1 token from your Homeport Bag. Choose to place it in your crew, replace a member of your crew, or return the token to the Homeport Bag. If replacing a *Traitor* the *Traitor* will *Walk the Plank* and is removed from the game.

## 4. Actions – Recruit

- a. **No Change** – Pay 3 *Ship Points* to pull 3 tokens from your Homeport Bag. Keep up to one and return the others to the bag. If you keep a token you can place it in your crew, replace a member of your crew, or return the token to the Homeport Bag. If replacing a *Traitor* the *Traitor* will *Walk the Plank* and is removed from the game.

## 5. Actions – Resupply

- a. When you choose to *Resupply* you earn 2 *Ship Points* and your opponent earns 1 *Ship Point*.

## 6. Actions – Turning

- a. **No Change** – Pay 2 *Ship Points* to choose a token on your opponent's Ship Card to turn over. That token is now a *Traitor* and is worth 2 points less than its face value and doesn't receive a bonus if it is the same color as the captain. A *Traitor* also subtracts 2 from all *Skills* when defending against a raid.

## 7. Actions – Raiding

- a. When announcing a Raid, first roll your *Skill Die*. Then choose an attacking crew member.
- b. You cannot look at the backs of tiles before you declare a raid or choose the attacker, but you can try to remember their stats from prior exposures or from when they were placed.
- c. If you choose a Captain to participate in a raid he does not get to roll the bonus die, only the *Skill Die*.

**d. Standard Rules Still Used:**

- i. Pay 2 Ship Points to conduct a Raid.
- ii. The attacking player chooses which of his opponent's crew members is defending the Raid.
- iii. The defending player rolls her Skill Die.
- iv. Each player rolls one d6 die (unless the Captain is attacking).
- v. Total each crew member's points for the Skill rolled on both dice, plus the value of that player's d6 roll. The winner is the player with the highest total.
- vi. If the attacking player wins the raid they capture the defending pirate and put him in the *Brig* of his own ship.
- vii. Before dice are rolled the defending player can pay 2 *Ship Points* to choose a different token to defend with. If the attacking player wins he receives the originally chosen token, not the defending token.

**e. Traitors:**

- i. If you successfully attack a *Traitor* with a Raid, you may immediately flip it over and *Enlist* it for free instead of sending it to the *Brig*.

**8. Actions – Enlistment**

**a. Standard Rules Still Used:**

- i. Pay 1 *Ship Point* to *Enlist* a token from your *Brig* to your crew.
- b. A token enlisted from your *Brig* is put into your crew as a *Traitor*.

**9. Actions – Rescue**

- a. Pay 2 *Ship Points* to attempt a *Rescue* of one of your tokens in your opponent's *Brig*. Standard Raid rules apply; however instead of collecting the defending token if your attack is successful you may *Rescue* your token from your opponent's *Brig* and return him directly to your crew. If that crew spot is already filled you may replace the existing crew member or return the token to your Homeport Bag instead.

**10. Actions – Set Sail**

- a. If you have a complete crew you may pay 2 Ship Points to attempt to Set Sail.
- b. You must win a Dice Challenge in order to set sail:
  - i. Option 1: Each player rolls their *Skill Die* and one d6 and the winner is the Captain with the highest total *Skill* for both *Skills* plus the value of their d6.
  - ii. Option 2: Each player gets three attempts to roll a 1, 2, and 3 (in any order on any of the three rolls). The value of their roll is the value of the two remaining dice. E.g. a player rolls a 1,3,4,5,5 and keeps the 1 and 3. Then rolls a 3,3,6. Then rolls a 2,3,6 and keeps the 2 for a total score of 9.
- c. A tie is not considered a win.
- d. If you successfully Set Sail you gain your 2 *Ship Points* back.

**11. Winning**

- a. **No Change** – As soon as one player *Sets Sail* each player totals the value of the *Cunning* of all crew members (-2 for Traitors), plus 2 points for every non-*Traitor* crew member that matches their Captain's color, plus their remaining *Ship Points*. In case of a tie the winner is the player that *Set Sail*.