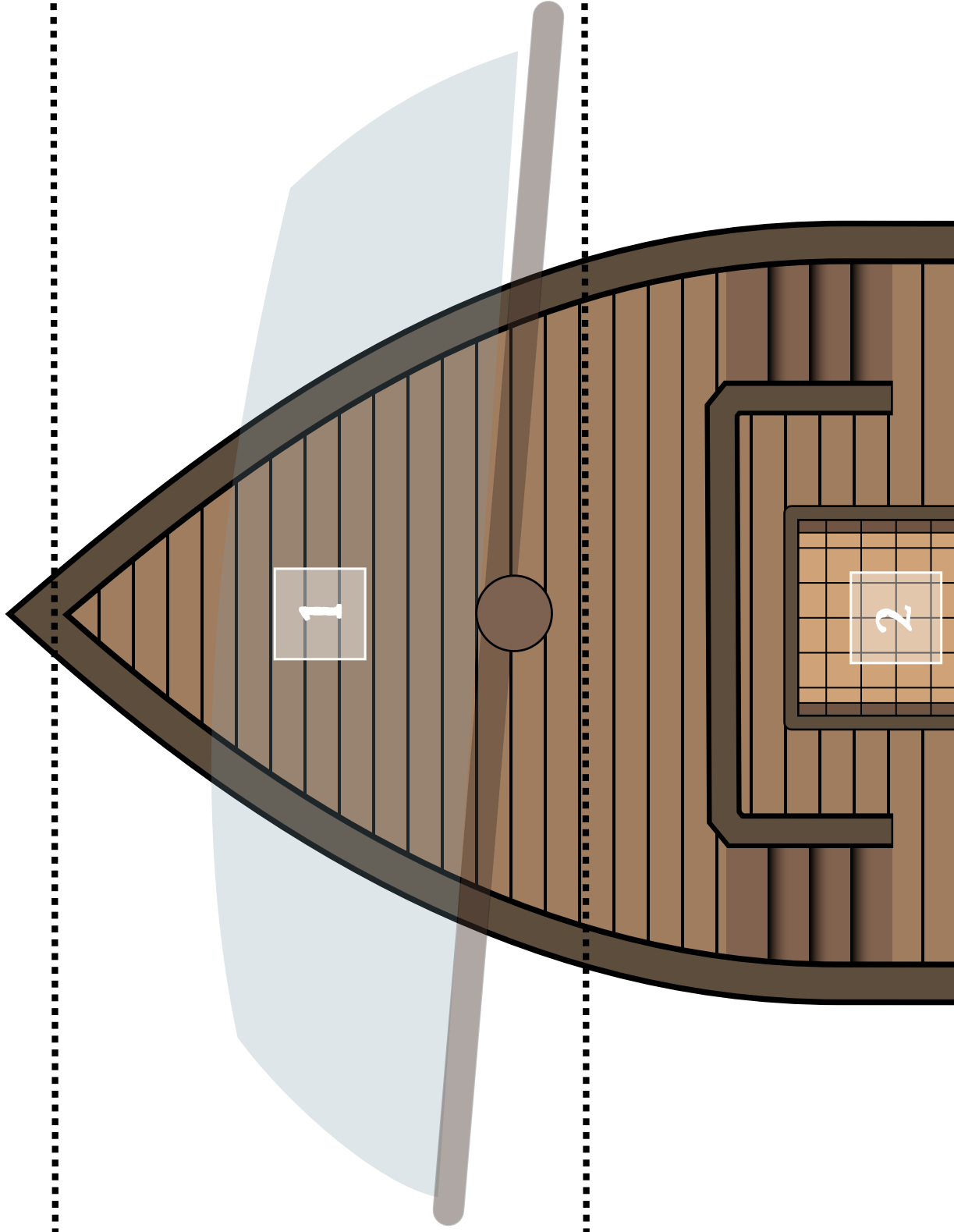


REBELLION

6 5 4 3 2 1 0 1 2 3 4 5 6

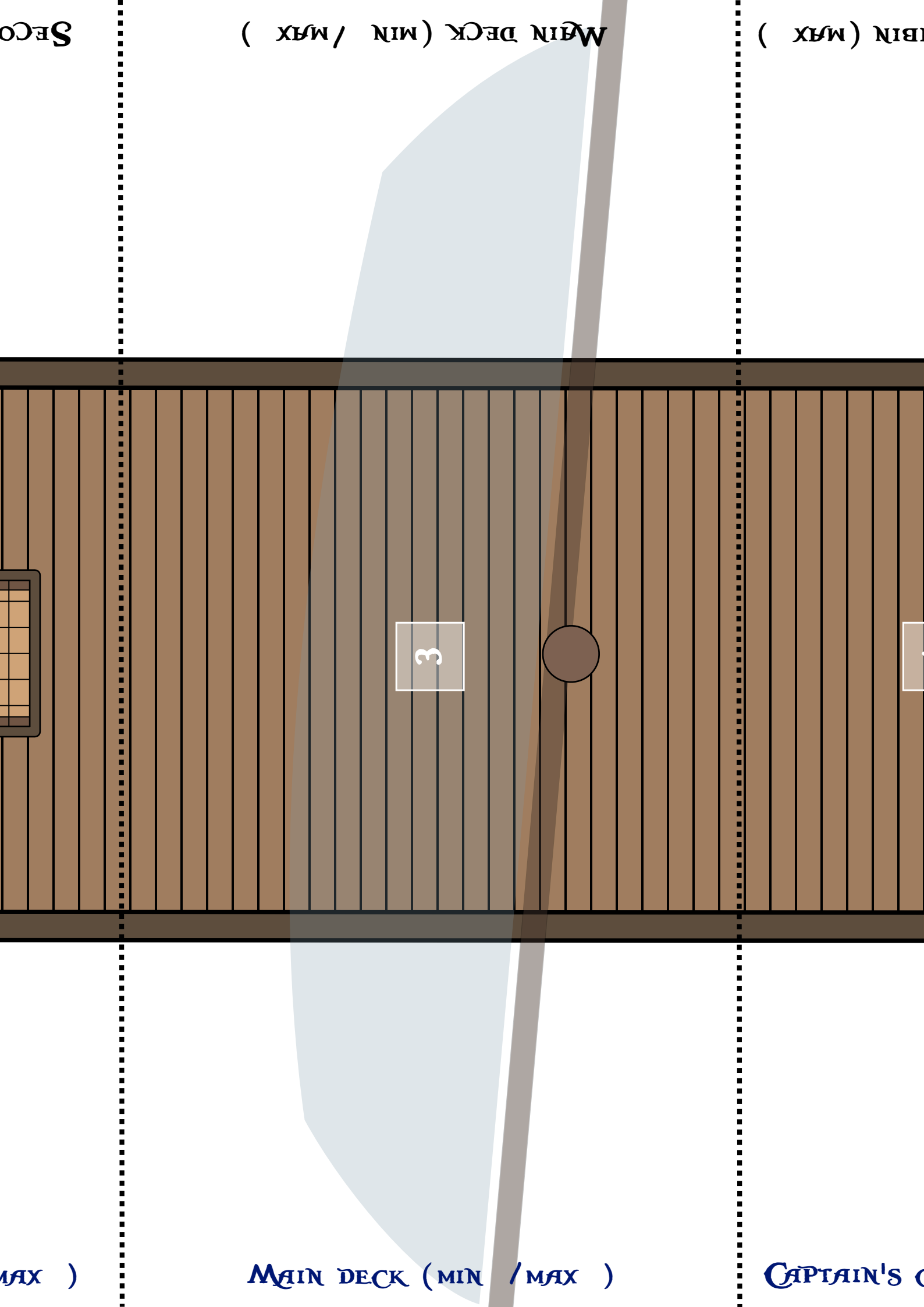


FORECASTLE (MAX)

SECOND DECK (MAX)

FORECASTLE (MAX)

SECOND DECK (MAX)



CAPTAIN'S CABIN (MAX)

MAIN DECK (MIN / MAX)

SECOND DECK (MAX)

SECOND DECK (MAX)

MAIN DECK (MIN / MAX)

CAPTAIN'S CABIN (MAX)

3

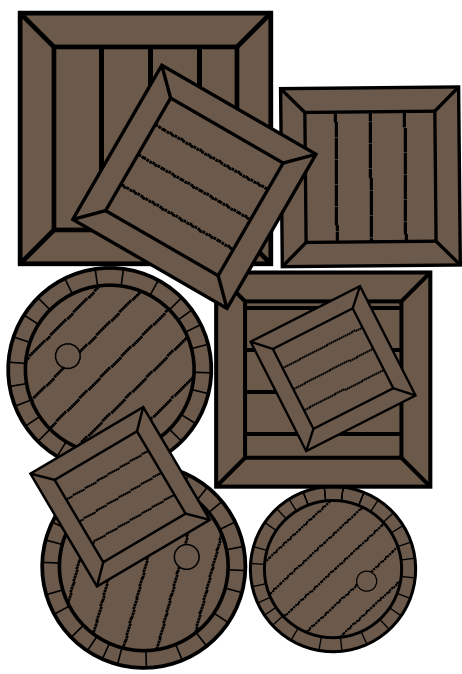
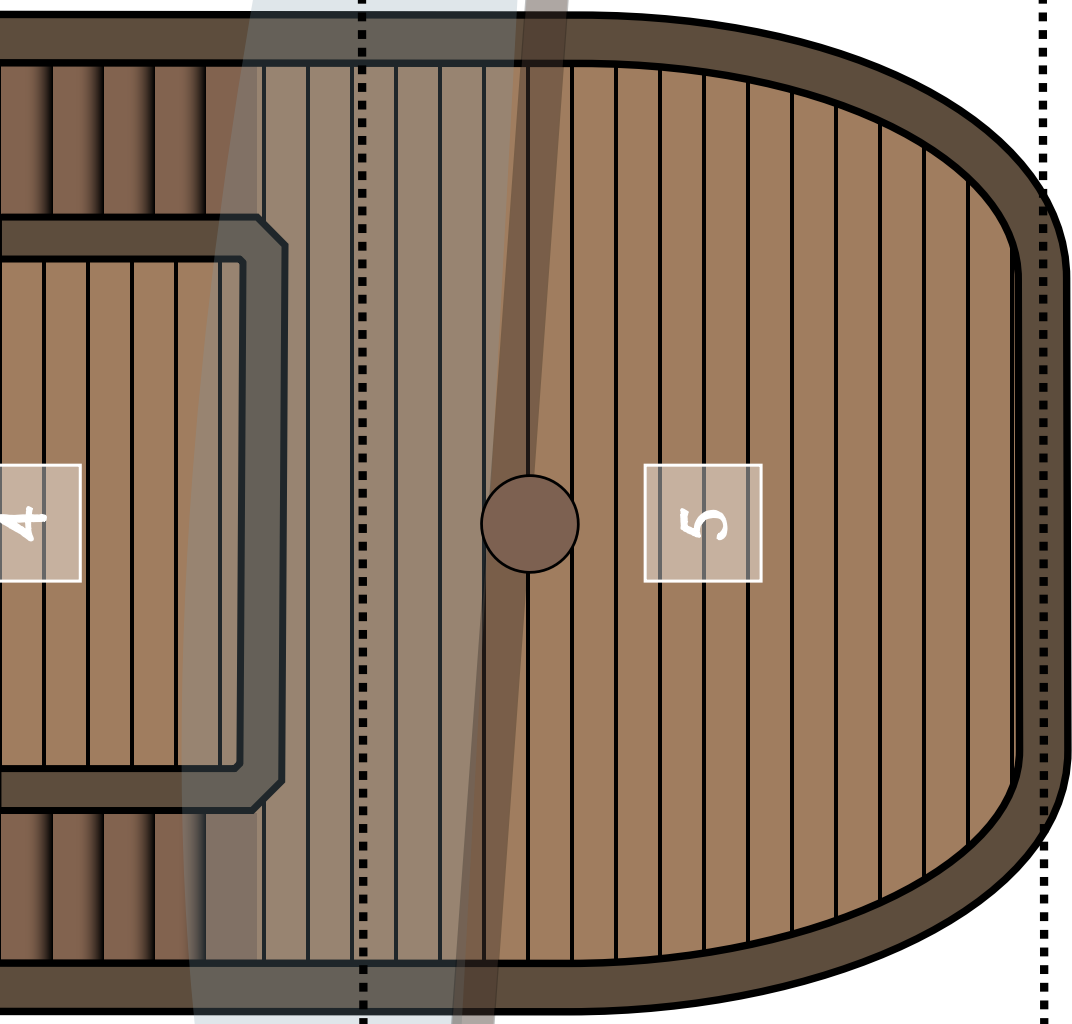


4



CABIN (MAX)

UPPER DECK (MAX)



CAPTAIN'S CABIN

UPPER DECK (MAX)

PURSER

MASTER

SURGEON

SPARE CARD

Supply swing (x)

Swap your 2/3/4 die with 2/3/4 die of other navy.

Cargo commision (x)

Draw a card from cargo deck.

[Auto] Heads down!

Can shoot (attack with pistol) at pirates at neighbouring slots.

Opioids (x)

Unblock die of other navy.

Few stiches will do! (x)

Give your die to other navy.

IV

????

IV

5???

IV

????

WARRANT OFFICER

WARRANT OFFICER

WARRANT OFFICER

ROPEMAKER

QT. MASTER

COXSWAIN

COMMODORE

Backup rope (x)

Move to empty slot.

Swing the rope (x)

Join other slot that is not full.

Middleman (x)

Take die from navy on the left (right). Give die to navy on the right (left).

Steerage change (x)

+1 to dice values of all navy. if 7 change to 1.

Steerage change (x)

-1 to dice values of all navy. if 0 change to 6.

[Auto] Authority

Pirates can not change or take his dice.

[Auto] Protector

If alive, your other navy in this slot can't be attacked.

III

???

III

???

III

???

V

1????

WARRANT OFFICER

WARRANT OFFICER

WARRANT OFFICER

COMMISSIONED OFFICER V.

GUNSMITH

LANDSMAN

ABLE SEAMAN

COMMANDER

Replacement (x)

Change value of a die of other navy from 5 to 6 or 6 to 5.

Fight or flight (x)

Trhrow a die: odd - rethrow it and keep it, even - jump overboard.

Higher order (x)

do times to one navy: Rethrow one die.

II

??

II

??

II

???

V

?????

WARRANT OFFICER

WARRANT OFFICER

WARRANT OFFICER

COMMISSIONED OFFICER V.

Boy

Boy

Boy

CAPTAIN

Sticky fingers (x)

Take a die from any character. Rethrow it and use it.

Substitution (x)

Swap your die for any other die on the board.

Changing plans (x)

Change value of a die of other character to your liking.

Reinforcement (x)

Give 1 dice to pirate at this slot. Rethrow 1-4 of your dices.

I

?

I

?

I

?

V

?????

SERVANT I.

SERVANT I.

SERVANT I.

COMMISSIONED OFFICER V.

PURSER

MASTER

SURGEON

SPARE CARD

Supply swing (x)

Swap your 2/3/4 die with 2/3/4 die of other pirate.

Cargo commision (x)

Draw a card from cargo deck.

[Auto] Heads down!

Can shoot (attack with pistol) at navy at neighbouring slots.

Opioids (x)

Unblock die of other pirate.

Few stiches will do! (x)

Give your die to other pirate.

IV

????

IV

5????

IV

????

PIRATE

PIRATE

PIRATE

ROPEMAKER

QT. MASTER

COXSWAIN

COMMODORE

Backup rope (x)

Move to empty slot.

Swing the rope (x)

Join other slot that is not full.

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Take die from pirate on the left (right). Give a die to pirate on the right (left).

Steerage change (x)

+1 to dice values of all pirates. if 7 change to 1.

Steerage change (x)

-1 to dice values of all pirates. if 0 change to 6.

[Auto] Authority

Navy can not change or take his dice.

[Auto] Protector

If alive, your other pirates in this slot can't be attacked.

III

???

III

???

III

???

V

?????

PIRATE

PIRATE

PIRATE

PIRATE

GUNSMITH

LANDSMAN

ABLE SEAMAN

COMMANDER

Replacement (x)

Change value of a die of other pirate from 5 to 6 or 6 to 5.

Fight or flight (x)

Trhrow a die: odd - rethrow it and keep it, even - jump overboard.

Higher order (x)

do times to one pirate: Rethrow one die.

II

??

II

??

II

???

V

?????

PIRATE

PIRATE

PIRATE

PIRATE

Boy

Boy

Boy

CAPTAIN

Sticky fingers (x)

Take a die from any character. Rethrow it and use it.

Substitution (x)

Swap your die for any other die on the board.

Changing plans (x)

Change value of a die of other character to your liking.

Reinforcement (x)

Give 1 dice to navy at this slot. Rethrow 1-4 of your dices.

I

?

I

?

I

?

V

?????

PIRATE

PIRATE

PIRATE

PIRATE

POWDER

* → [1,2] or [3,4,5]

CUTLASS

* → [1,2,3] or [4,5,6]

BIBLE

[1,2,3] → [•] or [4,5,6] → [•] or * → [?]

RUM

Throw a die..

1,2: + [?] 3,4,5: + [?] 6: - [*]

CUTLASS

* → [1,2,3] or [4,5,6]

POWDER

* → [1,2,3] or [4,5,6]

POWDER

* → [1,2] or [3,4,5]

CUTLASS

* → [1,2,3] or [4,5,6]

BIBLE

[1,2,3] → [•] or [4,5,6] → [•] or * → [?]

RUM

Throw a die..

1,2: + [?] 3,4,5: + [?] 6: - [*]

TELESCOPE

* → [?] target - opponent

PARROT

Trigger already used ability.

MFP

Equalize number of cards in players hands by..

..drawing card to your hand or ..discarding cards of opponent.

COMPASS

Do immediately offer drawing this card: if tracker on your side +1 RP else draw a card.

POWDER

* → [1,2] or [3,4,5]

CUTLASS

* → [1,2,3] or [4,5,6]

BIBLE

[1,2,3] → [•] or [4,5,6] → [•] or * → [?]

RUM

Throw a die..

1,2: + [?] 3,4,5: + [?] 6: - [*]

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RUM

Throw a die..

1,2: + [?] 3,4,5: + [?] 6: - [*]

TELESCOPE

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