

# GOLDEN AGE OF PIRACY: 1718



*Rules of Play*



**Compass Games**  
*New Directions in Gaming*



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## 1.0 INTRODUCTION

*Golden Age of Piracy: 1718* is a solitaire, tactical-level, open-ended sandbox game, being part wargame, part adventure game, and part RPG. As the captain of a pirate ship in the Caribbean during the year 1718, you will attempt to accumulate enough booty through illicit means in order to buy a King's pardon and retire from a life of piracy before time runs out.



## 2.0 GAME BASICS

### 2.1 Game Length

There are two different game campaign lengths that are playable: Short and Long. The Short game begins on July

1st, 1718, and the Long game begins on January 1st, 1718. Both Short and Long games end on December 31st, 1718 at the very latest. Playing the Long game is less difficult than the Short game because it gives you more time to accomplish your goals and is recommended for new players, or for those looking for a less challenging game.

### 2.2 Winning the Game

The ultimate goal of your Pirate Captain is to save up enough gold from acts of piracy to earn a King's Pardon through bribery on or before December 31st, 1718. On or before the 31st, your Pirate Captain must turn himself in to the town of his choice. If the bribe is successful and a pardon given, whatever gold is left over determines the lifestyle your Pirate Captain lives for the rest of his days. If the pardon is refused, your Pirate Captain will be arrested and hanged for piracy.



## 2.3 Time

Time is measured in two ways: Turns and Combat Rounds.

**Turn.** A turn represents 1 game day. During a game turn, various tasks or actions may be performed, such as checking for jobs with the Nassau Pirate Governor, selling cargo in Nassau, sailing your pirate ship into the next zone on the map, etc. For example, while visiting Nassau, you may sell a prize ship and its cargo, take on a Pirate Governor's job, and gamble in a tavern all on the same day. While docked in Nassau or at your Pirate Haven, during pirate ship repairs, refits, or Pirate Captain recovery from wounds, you may skip ahead to the completion date, marking off all affected days on the calendar and rolling on any necessary tables each game week during the process until the completion date is reached. Note that you do not have to roll for weather when your ship is docked and skipping ahead multiple days. Also note that your pirate ship may not enter a new map zone and dock in that zone during the same day. You must wait until the next day to dock. However, you may perform any Nassau or Pirate Haven duties, buried treasure searches, or other actions the same day as docking.

**Combat Round.** A combat round is 1 turn during combat or buried treasure recovery attempts. There may be multiple combat rounds in a single day depending on the situation. Combat rounds are implemented in situations such as ship combat, town combat, Pirate Haven combat, and recovering buried treasure. Remember that all combat rounds are always resolved during the same day (game turn). Also remember that when attacking Harbor Defense Cannons and the town itself, both combat situations are resolved during the same day.

## 2.4 Movement

Movement is made by either your pirate ship when travelling along the thick dotted lines on the map, during town combat, or during buried treasure recovery attempts.

**Pirate Ship Movement.** Moving your pirate ship into a new map zone requires a minimum of 1 day (game turn) on mat 1. You may also choose to remain in the same map zone each day when searching for merchant ships to attack. If calm wind or bad weather, your pirate ship must remain in the same map zone that day.

**Town Combat Movement.** Your pirates may move through 1 space each combat round when attacking towns on mat 16, rolling on all necessary tables each round.

**Buried Treasure Recovery Movement.** Your pirates may move through 1 space each combat round when attempting

to recover buried treasure on mat 17, rolling on all necessary tables each round.

## 2.5 Ship Classes

The game features 6 different classes of sailing ships: Sloop, Schooner, Brigantine, Fluyt, Frigate, and Man of War.



Sloop

**Sloop.** Sloops are the smallest ships in the game and were historically the most popular class of pirate ship in the Caribbean from the late 1600s to the early 1700s. They have a single mast and can carry the least amount of crew, cannons, and cargo. However, they are highly maneuverable during ship combat and cost the least amount to maintain and upgrade. Sloops have shallow drafts, meaning they can dock in light blue shallow cove zones on the map. A minimum Pirate Captain Seamanship skill of 1 is required to command a Sloop, or to have your pirate crew sail captured Sloop prizes back to Nassau.



Schooner

**Schooner.** Schooners are the next smallest ship class in the game and historically were also a very popular class of pirate ship in the Caribbean. They have two masts and can carry a smaller amount of crew, cannons, and cargo. However, they are highly maneuverable during ship combat and cost much less amount to maintain and upgrade compared to larger ship classes. Schooners have shallow drafts, meaning they can dock in light blue shallow cove zones on the map. A minimum Pirate Captain Seamanship skill of 2 is required to command a Schooner, or to have your pirate crew sail captured Schooner prizes back to Nassau.



Brigantine

**Brigantine.** Brigantines have two masts and can carry an average amount of crew, cannons, and cargo. However, they are quite maneuverable during ship combat and cost less amount to maintain and upgrade compared to Frigates and Man of Wars. Brigantines have shallow drafts, meaning they can dock in light blue shallow cove zones on the map. Overall, Brigantines offer the best all-round balance of cost and firepower. A minimum Pirate Captain Seamanship skill of 3 is required to command a Brigantine, or to have your pirate crew sail captured Schooner prizes back to Nassau.



Fluyt

**Fluyt.** Fluyts are large and slow merchant ships. They can carry large amounts of cargo and cannons, but are not very maneuverable. Fluyts may be taken as prizes, but they may not be used as pirate ships. A minimum Pirate Captain Seamanship skill of 3 is required to have your pirate crew sail captured Fluyt prizes back to Nassau.



**Frigate.** Frigates have three masts and can carry a large amount of crew, cannons, and cargo. They are fairly maneuverable during ship combat, but cost a lot to maintain and upgrade compared to smaller ships. Frigates do not have shallow drafts, meaning they may not dock in light blue shallow cove zones on the map. Frigates are quite powerful and may only be acquired as a pirate ship by taking one as a prize. A minimum Pirate Captain Seamanship skill of 4 is required to command a Frigate, or to have your pirate crew sail captured Frigate prizes back to Nassau.



**Man of War.** Man of Wars have four masts and can carry the largest amount of crew, cannons, and cargo in the game. They are not very maneuverable during ship combat, and cost the most to maintain and upgrade compared to all other ship classes. Man of Wars do not have shallow drafts, meaning they may not dock in light blue shallow cove zones on the map. Man of Wars are the most powerful ships in the game and may only be acquired as a pirate ship by taking one as a prize. A minimum Pirate Captain Seamanship skill of 5 is required to command a Man of War, or to have your pirate crew sail captured Man of War prizes back to Nassau.

## 2.6 Pirate Haven



A Pirate Haven is a small collection of wooden buildings located in any light or dark blue cove map zone of your choice where your Pirate Captain and his crew can relax or perform various duties.

A Pirate Haven must be built first before it can be visited and utilized. Only one Pirate Haven may be built at a time. If and when it is attacked by warships and its Marines defeat all of your defending pirates in land combat, the Pirate Haven is burned to the ground and that blue map zone location may not be used again to build another Pirate Haven for the remainder of the game. You may voluntarily move your Haven location at any time (See **K-2-A** for process).

A maximum of 32 Pirate units may be kept at your Pirate Haven in order to help defend it in the event of warship marine or hostile native attacks. Pirate units are also necessary to repair or upgrade your pirate ship, or to build a Farm and Distillery.

Your Pirate Haven location starts out a secret, but may be defended with Defense Cannons purchased in Nassau if and when the location is discovered and attacked by warships.

You may store an unlimited amount of captured goods, Black Powder, Gold, Jewels, and Special Items here.

Your Pirate Captain or any of his Specialist Crewmen may recover here if they are wounded.

Your pirate ship may be repaired or upgraded here if the proper materials and Specialist Crewmen are available.

Governors or their children who are taken prisoner can be held here until their ransom is paid, or until they die from sickness or escape.

A Pirate Haven becomes even more important once Nassau is raided by Royal Navy warships and permanently shut down.

## 2.7 Farm and Distillery



A Farm and Distillery is necessary for growing sugar cane and distilling it into rum in order to sell it to Nassau for a tidy weekly Gold profit.

A Pirate Haven must be constructed first before a Farm and Distillery can be built. The two may not be built at the same time.

A Foreman Specialist Crewman must be present at the Pirate Haven and not Severely Wounded in order to run Farm and Distillery operations. If he is Severely Wounded or KIA during a warship marine or hostile native attack, operations are suspended and weekly Gold profits stop until he recovers or is replaced with another Foreman (if KIA).

Once Nassau is raided by Royal Navy warships and shut down, rum may no longer be sold for Gold profit and all Farm and Distillery operations are permanently suspended.

## 2.8 Pirate Stash



A Pirate Stash is a secret location in any light or dark blue cove map zone where your Pirate Captain can hide his personal acquisition of Gold, Jewels, and Special Items.

A Pirate Stash costs nothing and may be chosen at the very start of the game.

Your Pirate Captain may only have one Pirate Stash at a time, and it may not be located in the same blue cove map zone as his Pirate Haven. You may voluntarily move your Pirate Stash at any time.

Your Pirate Captain may store an unlimited amount of Gold, Jewels, and Special Items here.

A Pirate Stash can never be discovered by others and its contents are always 100% secure.



In order to add or remove any Gold, Jewels, and Special Items from the Pirate Stash, it must be visited by your Pirate Captain in the blue zone where it is hidden. The only exception to this rule is at the end of the game when your Pirate Captain is attempting to gain a King's pardon and he may offer any contents hidden at the Pirate Stash location as a bribe.

## 2.9 Experience Points and Skill Points

Experience Points (XPs) are points which are earned by accomplishing various tasks, such as taking ship prizes, attacking and sacking towns, recovering buried treasure, ransoming prisoners, etc.

Your Pirate Captain gains 1 level per 1,000 Experience Points earned.

For each new level your Pirate Captain reaches, he earns 1 Skill Point which may be used to improve any of his skills (up to a maximum of 5 points per skill).

Improving your Pirate Captain's skills can greatly increase his chances of survival and overall success. **Important Note:** No Captain statistic may ever be dropped below 0, including Infamy & Crew Loyalty.

## 2.10 Pirate Captain Skills



Your Pirate Captain may have a maximum of 5 Skill Points per skill. Once a Skill Point is assigned, it may not be changed or reassigned.

If your Pirate Captain is Severely Wounded, his skills no longer apply until he recovers.

**A. Haggle.** This skill gives your Pirate Captain more profit when selling prize ships and their cargo in Nassau. It also gives a discount when buying a new pirate ship, or when repairing or upgrading a current one.

**B. Navigation.** This skill lessens the chance of your pirate ship running aground and sinking during storms.

**C. Seamanship.** This skill is required to command different classes of pirate ships, with larger ships requiring higher skill levels. It is also very important during ship combat boarding and evasion attempts.

**D. Swimming.** This skill lessens the chance of your Pirate Captain drowning if his pirate ship runs aground and sinks.

**E. Swordsmanship.** This skill helps during ship boarding combat, town combat, and Pirate Haven combat.

**F. Tactics.** This skill helps during town combat and Pirate Haven combat.

## 2.11 Specialist Crewmen

Specialist Crewmen are individual pirate crewmen with unique skills. Specialist Crewmen may be acquired by pressing them into service when they are discovered aboard captured merchant ships or warships. A pirate crewman may also sometimes learn a new skill and become a Specialist Crewman through a random event. You may only have a maximum of one type of Specialist Crewman each at any one time.

Specialist Crewmen skill bonuses and abilities apply only if they are present at the relevant location and they are not Severely Wounded. If a table has you randomly determine a Specialist Crewmen target and that Specialist is not present, treat the roll as 'no effect'. If a Specialist Crewmen is captured in the course of play, he is executed.



**Assassin.** This Specialist may attempt assassinations and kidnappings of Governors or their children when secretly dropped off in towns.



**Carpenter.** This Specialist speeds up repairs and refits of the pirate ship at the Pirate Haven. He also speeds up construction of the Pirate Haven, plus Farm and Distillery



**Drummer.** This Specialist gives a bonus during ship boarding combat, town combat, and Pirate Haven combat.



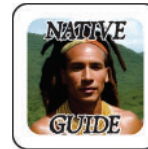
**Foreman.** This Specialist allows for the construction and running of a Farm and Distillery at the Pirate Haven, providing weekly gold profits from rum sales.



**Haven Commander.** This Specialist gives a combat bonus for the Pirate Haven when it comes under attack by marines or hostile natives.



**Master Gunner.** This Specialist gives a bonus during ship combat or Haven Defense Cannon combat.



**Native Guide.** This Specialist gives a bonus by reducing the chances of hostile native attacks when attempting to recover buried treasure.



**Spy.** This Specialist may be secretly dropped off in towns and attempt to gain valuable information.



**Sailmaker.** This Specialist speeds up repairs and refits of the pirate ship at the Pirate Haven. He also allows 1 Sail damage point to be repaired at sea if the pirate ship becomes disabled due to maximum Sail damage. 1 Sailcloth unit and 1 day are required to perform the repair.



**Surgeon.** This Specialist is required for wounded Pirate Captain or Specialist Crewmen to recover at the Pirate Haven. 1 Medicine unit is also required to heal each LW.

## 2.12 Special Items

Special Items are unique items that give specific bonuses. These items are quite rare and valuable, and may only occasionally be obtained by capturing ships, recovering buried treasure, or through certain random events.

Your Pirate Captain must always be present for Special Item bonuses to apply.

There is no limit to the number of Special Items you may possess or store at one time. However, only one of each type of Special Item may give its bonus at a time. Multiple Special Items of the same type do not give a cumulative bonus. Special Items may also be sold in Nassau for profit.

**Clay Pipe.** This item gives bonuses for escaping Kraken attacks, gambling in a Nassau tavern, bad weather storm navigation, your Pirate Captain possibly drowning when his pirate ship sinks, and when searching for buried treasure.

**Compass.** This item gives a bonus for bad weather storm navigation.

**Cutlass.** This item gives a bonus during ship boarding combat, town combat, and Pirate Haven combat (no bonus if Captain SW).

**Crucifix.** This item gives a bonus when attacked by Ghost Ships.

**Medicine.** This item is required for wounded Pirate Captain or Specialist Crewmen to recover at the Pirate Haven. A Surgeon must also be present at the Haven for recovery to take place. Each Medicine unit heals 1 LW over a period of 10 days.

**Ring.** This item allows for your Pirate Captain to marry a governor's daughter if he is given a pardon and has enough Gold left over at the end of the game.

**Skeleton Key.** This item gives your Pirate Captain a chance to escape from town jails if he is arrested. If your Pirate Captain is captured and imprisoned in town and at least one Skeleton Key was aboard his pirate ship or at

the Pirate Haven (if present) at the time of his capture, he automatically has one Skeleton Key hidden on his person.

**Spyglass.** This item gives a bonus for spotting ships each day.

**Treasure Map.** This item allows for your Pirate Captain to attempt recovery of buried treasure. Buried treasure can be quite valuable, but is difficult to recover due to hostile native attacks. Once the treasure is recovered, the map no longer has any value and must be discarded.

## 2.13 Cargo Goods

Cargo goods can be acquired in several ways, such as by taking prize ships or by purchasing them from Nassau.

**Black Powder.** Black Powder is used to fire your pirate ship cannons or Pirate Haven Defense Cannons. 1 Black Powder unit is consumed per shot fired.

**Fine China.** Fine China is expensive dining ware imported from Europe and is used by richer families in the Caribbean.

**Flour.** Flour is the main ingredient used in bread, cakes, cookies, and a variety of other baking goods. It is one of the most common cargo goods in the Caribbean.

**Jewels.** Jewels consist of a variety of cut precious stones, such as diamonds, emeralds, and sapphires. Whoever met a woman who wasn't dazzled by fine jewelry?

**Lumber.** Lumber is cut wood, mostly acquired from trees in South America. It is used to construct many types of structures around the Caribbean, including your Pirate Haven, plus Farm and Distillery. It is also used to repair or upgrade your pirate ship at the Pirate Haven.

**Pirate Haven Defense Cannons.** Defense Cannons are used to defend your Pirate Haven during warship attacks. Pirate Haven Defense Cannons may only be acquired by purchasing them in Nassau. Extra cannons not defending the Pirate Haven may be purchased and stored there for future use and used as replacements if destroyed.

**Rum.** Rum is a strong alcohol distilled from sugar cane grown on plantations in the Caribbean. It is the most popular drink among pirates, and is frequently mixed with cane sugar and nutmeg. Whoever met a pirate that didn't like rum?

**Sailcloth.** Sailcloth is used to construct sails for sailing ships, plus to construct makeshift tents and shacks. It is also used to repair or upgrade your pirate ship at the Pirate Haven.

**Prisoners.** Prisoners are human cargo that are held against their will. They are forced to perform a variety of



work around the Caribbean islands, most notably on sugar cane plantations. Prisoner cargo may only be acquired when taking prize ships. They may be sold in Nassau, pressed into service on the pirate ship or at the Pirate Haven, or set free. If set free, a generous XP bonus is awarded.

**Shrunkened Heads.** Allows one die re-roll. Can be sold in Nassau if unused. See **Q-1**, result 13.

**Sugar.** Sugar is made from sugar cane and is one of the main ingredients used in cakes, cookies, pies, and a variety of other foods. It is one of the most common cargo goods in the Caribbean.



## 3.0 GAME COMPONENTS

*The Golden Age of Piracy: 1718* contains the following:

- Rules booklet
- Charts & Tables booklet
- One 8.5 x 11 Caribbean map
- One deck of Pirate Cards
- 1 Save Game Log
- 208, 3/4" die cut counters
- 1 Ship Combat / Pirate Haven Defense Cannons Combat Mat, 8.5 x 11"
- 1 Harbor Defense Cannons Combat Mat, 8.5 x 11"
- 1 Town Mat, 8.5 x 11"
- 1 Treasure Mat, 8.5 x 11"
- 1 Pirate Ship-Damage Mat, 8.5 x 11"
- 1 Pirate Ship-Crew Mat, 8.5 x 11"
- 1 Pirate Ship Crew-Upgraded Mat, 8.5 x 11"
- 1 Pirate Haven-Warship Marines Mat, 8.5 x 11" *Lam.*
- 1 Pirate Haven-Pirates Mat, 8.5 x 11"
- 1 Enemy Merchant Mat, 8.5 x 11" *Laminated*
- 1 Enemy Warship 1 Mat, 8.5 x 11" *Laminated*
- 1 Enemy Warship 2 Mat, 8.5 x 11" *Laminated*
- 1 Town Combat Mat, 8.5 x 11" *Laminated*
- 1 Pirates-Buried Treasure Search Mat, 8.5 x 11"
- 1 Pirate Ship-Cargo Mat, 8.5 x 11" *Laminated*
- 1 Pirate Haven & Stash-Inventory Mat, 8.5 x 11" *Lam.*
- 1 Pirate Ship Crew Mat, 8.5 x 11"
- 1 Calendar *Laminated*
- 1 Dry erase marker
- 10, 10-sided dice

If any parts are damaged or missing please contact:  
 Compass Games, LLC  
 PO Box 278  
 Cromwell, CT 06416  
 Phone: (860) 301-0477  
 E-mail: support@compassgames.com

Online game support is available. Visit us on the web:  
<https://www.compassgames.com>

You can also use the URL or QR code to reach Compass Games online: <https://linktr.ee/compassgames>



We also recommend you visit the official game discussion topic on Consimworld to share your play experiences with others. You can find the *Golden Age of Piracy: 1718* game topic by visiting: <http://talk.consimworld.com>.

### 3.1 Dice

Ten D10 dice are included in the game. 0 is used as a 10 in this game and (1-100) rolls use the number on one die as the “tens” and the number on the other die as the “ones” (with a 00 being 100). These dice are used to roll on tables in the Tables book.

### 3.2 Dry Erase Markers

Two dry erase markers are included in the game. These markers are used to record various information on the laminated game mats and cards.

### 3.3 Tables Book

This book is the heart of the game. All tables needed to play the game are included, with most rules integrated into the tables as notes. Unless noted otherwise, tables are followed in alphabetical and numerical order depending on the current situation or situations occurring that day.

You may sometimes find yourself using tables from two or more different sections on the same game day. For example, if your Pirate Captain is visiting Nassau, he might be selling a prize ship and its cargo (**Table B-2** and **B-6**), plus visiting a local tavern for some gambling (**Table D-2**). But that same day, a warship attacks his Pirate Haven and Defense Cannon combat occurs (**Tables L-1** through **L-9**), then Pirate Haven land combat takes place after the warship marines land (**Table M-1** and **M-2**).

### 3.4 Calendar

The calendar is used to track the current game day and date. It is also color-coded as a convenient reminder when certain event checks or actions must be taken. There are no deadlines or reminders in the month of January. Mark



off each day with a dry erase marker. At the very latest, the game always ends on December 31st.

### 3.5 Save Game Sheet

This sheet is used to record the current situation before the game is put away, making it much easier to set up again when continuing next time

### 3.6 Cards

Cards are used to record information for various situations in the game. They may be written on with a dry erase marker when needed.



**PIRATE CAPTAIN**

LEVEL: \_\_\_\_\_

XPs: \_\_\_\_\_

HAGGLE: \_\_\_\_\_

NAVIGATION: \_\_\_\_\_

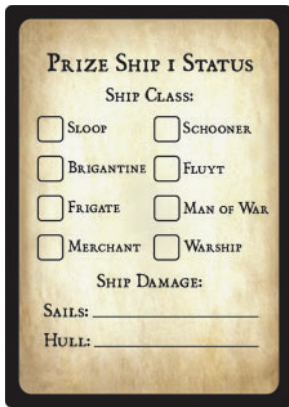
SEAMANSHIP: \_\_\_\_\_

SWIMMING: \_\_\_\_\_

SWORDSMANSHIP: \_\_\_\_\_

TACTICS: \_\_\_\_\_

**Pirate Captain.** This card is used to record your Pirate Captain's current Level, Experience Points (XPs), and Skills. Note that your Pirate Captain may have a maximum of 5 points per skill.



**PRIZE SHIP I STATUS**

SHIP CLASS:

SLOOP     SCHOONER

BRIGANTINE     FLUYT

FRIGATE     MAN OF WAR

MERCHANT     WARSHIP

SHIP DAMAGE:

SAILS: \_\_\_\_\_

HULL: \_\_\_\_\_

**Prize Ship Status.** These cards are used to track the status of any prize ships you may have captured. A maximum of 3 prize ships may be taken before your Pirate Captain must sail back to Nassau in order to sell them and their goods. To streamline gameplay, prize ships instantly 'teleport' back to Nassau that same day where they and their crews await your Pirate Captain's

return. Upon arrival, place a corresponding Prize Ship counter in the green Nassau zone on the map. Prize ships may also temporarily 'stop by' your Pirate Haven in order to drop off any captured goods you may wish to store there. Your Pirate Captain does not need to be present in order to unload the goods, but you must have at least one Pirate unit at the haven to do so. However, prize ships may not remain there, meaning that after unloading occurs, they must instantly travel to Nassau.



**PRIZE SHIP 2 CARGO**

BLACK POWDER: \_\_\_\_\_

FINE CHINA: \_\_\_\_\_

FLOUR: \_\_\_\_\_

GOODS: \_\_\_\_\_

LUMBER: \_\_\_\_\_

RUM: \_\_\_\_\_

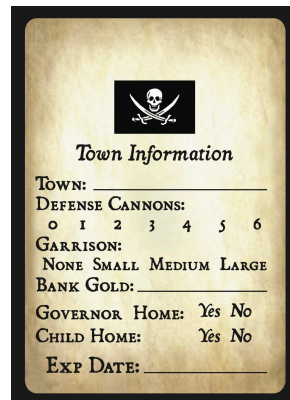
SAIL CLOTH: \_\_\_\_\_

PRISONERS: \_\_\_\_\_

SPICES: \_\_\_\_\_

SUGAR: \_\_\_\_\_

**Prize Ship Cargo.** These cards are used to track goods aboard of any prize ships you may have captured. Captured goods may either be sold in Nassau or dropped off at your Pirate Haven. The number on each Prize Ship Cargo card must correspond with the number on the Prize Ship Status card and the Prize Ship counter.



**Town Information**

TOWN: \_\_\_\_\_

DEFENSE CANNONS:

0 1 2 3 4 5 6

GARRISON:

NONE SMALL MEDIUM LARGE

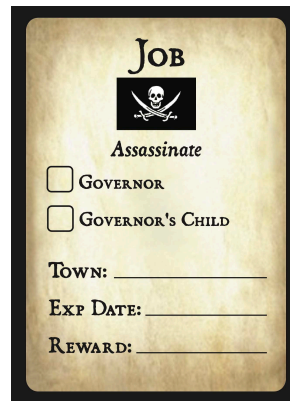
BANK GOLD: \_\_\_\_\_

GOVERNOR HOME: Yes No

CHILD HOME: Yes No

EXP DATE: \_\_\_\_\_

**Town Information.** These cards are used to record important town information that may be acquired from your spy, by torturing the captain of a captured merchant ship, etc. Each piece of town information has an expiration date and is no longer valid after it expires. If the same information for the same town is acquired again before it expires, that new information immediately overrides the old information.



**JOB**

**Assassinate**

GOVERNOR

GOVERNOR'S CHILD

TOWN: \_\_\_\_\_

EXP DATE: \_\_\_\_\_

REWARD: \_\_\_\_\_

**Job.** These cards are used to record jobs taken on from the Nassau Pirate Governor. Only one job at a time may be taken on, and another job may only be accepted after the first job either expires or is completed. Your Pirate Captain is only offered jobs if his Infamy level is 4 or 5. Jobs expire within 14 days. If the job expires before completion, the Pirate Captain's Infamy level will drop and the job may no longer be completed for compensation from the Pirate Governor.



**PIRATE HAVEN CONSTRUCTION**

HAVEN COMPLETION DATE

\_\_\_\_\_

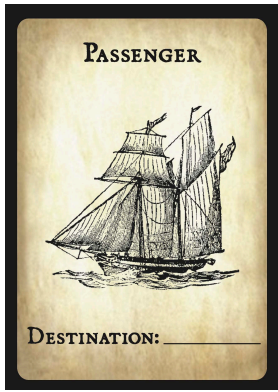
FARM & DISTILLERY COMPLETION DATE

\_\_\_\_\_

**Pirate Haven Construction.** This card is used to track when your Pirate Haven or Farm and Distillery construction will be completed. A certain amount of time and materials is required to construct both. Note that a Pirate Haven must be constructed first before a Farm and Distillery can be built. They may not be constructed at the same time.



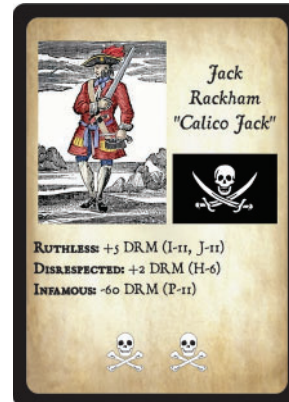
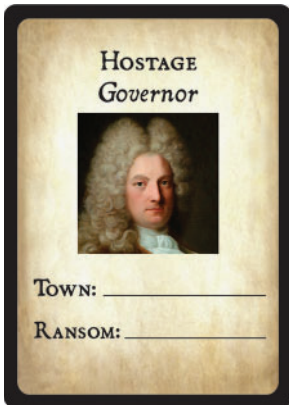
# The Golden Age of Piracy - 1718



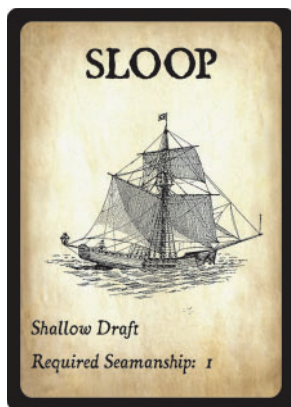
**Passenger.** These cards are used to record the town destination when you must smuggle passengers.

**Historical Pirate Captains.** These optional cards (and corresponding counters) allow you to play as one of the notorious historical pirate captains from that era. Each historical pirate captain has one unique positive skill or trait, plus one unique negative skill or trait. The skulls at the bottom of each card signify the difficulty level of playing that particular captain, with 1 skull being the least challenging, and 3 skulls being the most challenging. Note that playing as a historical pirate captain greatly increases game difficulty and is not recommended for beginner players or for those wanting a less challenging game.

**Hostage.** These cards are used to record information about hostages you may be holding for ransom at your Pirate Haven. You may hold a maximum of 2 Governors and 2 Governor's Children hostages at a time.



**Treasure Map.** These cards are used to record the location of any Treasure Maps you acquire. Write the map zone number where the treasure is located in the Location space. There is no limit to the number of Treasure Maps you may have. However, once the treasure is recovered, the map is no longer valid and must be discarded. Note that Treasure Maps with unrecovered treasure can also be sold in Nassau. If sold, the treasure can no longer be recovered.



**Pirate Ships.** These cards are used to designate the current pirate ship under your command. Place one of these cards in the Pirate Ship Card box on mat 4. You may only command or keep one pirate ship at a time. Shallow Draft ships signify that they can dock in shallow water light blue zones on the map. Note that your Pirate Captain may not command a pirate ship or have his crew take ship prizes back to Nassau if his Seamanship skill is lower than the required level for that ship class.

## 3.7 Caribbean Map (mat 1)

This mat is where you track your pirate ship's location and movement, Weather and Wind conditions for your pirate ship's current location, remaining Ship Combat rounds (mat 2), location of your Pirate Haven and Pirate Stash, No Pardon status, and certain Random Events.



# The Golden Age of Piracy - 1718



**GOLDEN AGE OF PIRACY: 1718**

**SHIP COMBAT ROUNDS**

10	9	8	7	6
1	2	3	4	5
RANDOM EVENT	RANDOM EVENT	RANDOM EVENT		

**SPAIN** **FRANCE** **ENGLAND**

**NO PARDON** **NO PARDON** **NO PARDON**

**WEATHER**

GOOD	POOR	BAD
------	------	-----

**WIND**

CALM	LIGHT	MODERATE	STRONG	HURRICANE
------	-------	----------	--------	-----------

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**Nassau Green Zone.** The Nassau green zone represents the infamous pirate town located on the island of New Providence. This is where your Pirate Captain can repair or upgrade his ship, sell prize ships and their cargo, buy Black Powder or Pirate Haven Defense Cannons, take on jobs from the Pirate Governor, recover from wounds in the hospital, and gamble in a tavern. However, once Nassau is raided and shut down by the Royal Navy, it may no longer be visited for its services for the remainder of the game. However you may still sail through and patrol the space.

**Yellow Zones.** Yellow zones represent open sea lanes that may be traversed or patrolled with your pirate ship when searching for merchant ships to attack.

**Orange Town Zones.** Orange zones represent smaller port towns along the coast of the Caribbean. When entering an orange zone, your pirate ship may patrol off the coast for merchant ships, attack the harbor defenses and the town itself, or secretly land Assassin or Spy Specialist Crewmen.

Note that when patrolling in orange town zones, your pirate ship will have a less chance of encountering merchant ships and warships than it would when patrolling in red town zones. Orange towns are usually less defended, but have less gold in their banks than red town zones.

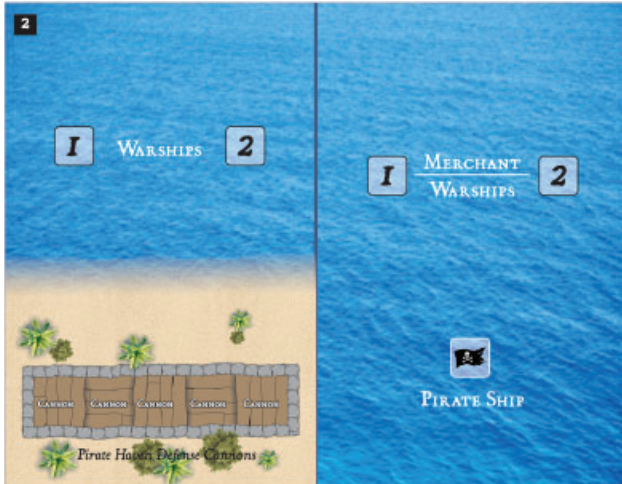
**Red Town Zones.** Red zones represent larger port towns along the coast of the Caribbean. When entering a red zone, your pirate ship may patrol off the coast for merchant ships, attack the harbor defenses and the town itself, or secretly land Assassin or Spy Specialist Crewmen. Note that when patrolling in red town zones, your pirate ship will have a greater chance of encountering merchant ships and warships than it would when patrolling in orange town zones. Red towns are usually better defended than orange town zones, but have more bank gold.

**Light and Dark Blue (Purple) Zones.** Light and dark blue zones represent hidden coves along the shoreline



and are only entered with your pirate ship when visiting your Pirate Haven or Pirate Stash, or when attempting to recover buried treasure. Light blue zones may only be entered by Brigantine, Schooner, and Sloop shallow draft ships. Man of War and Frigate ships may not enter light blue zones.

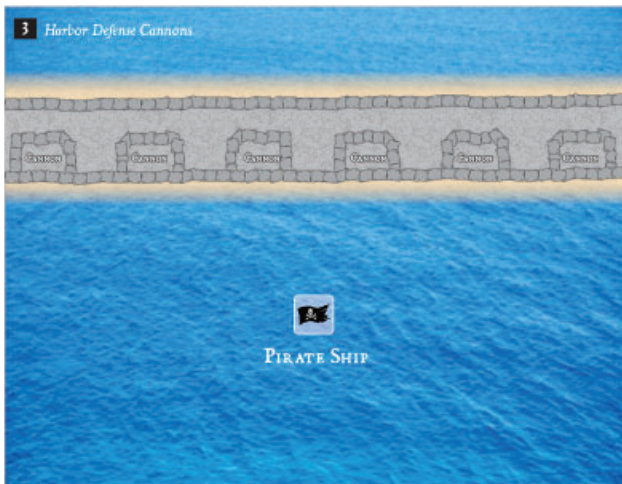
### 3.8 Ship Combat / Pirate Haven Defense Cannons Combat (mat 2)



**Ship Combat:** This mat is where you track ship combat between your pirate ship and enemy merchant ships or warships while in any of the yellow, orange, or red zones on the map (mat 1).

**Pirate Haven Defense Cannons Combat:** This mat is where you track combat between your Pirate Haven defense cannons and enemy warships when your Haven has been discovered and is being attacked. Warships may not land Marines until all of your Defense Cannons are destroyed. If no Defense Cannons are present to begin with, there is no combat and Marines automatically land. Once the warships land Marines, they conduct combat against your Haven pirates, which is tracked on mats 8 and 13.

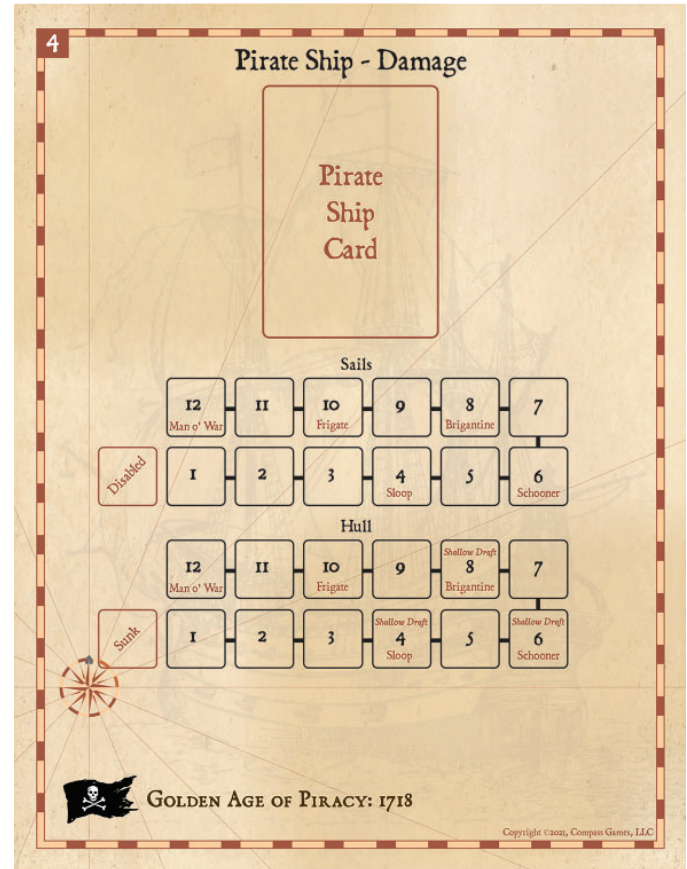
### 3.9 Harbor Defense Cannons Combat (mat 3)



This mat is where you track ship combat between your pirate ship and Defense Cannons protecting the town where you are attempting land your pirates in order to raid through land combat. All Defense Cannons must be destroyed before you may land in town and conduct combat between your pirates and the town militia soldiers.

Harbor Defense Cannon combat may be bypassed when landing a pirate Spy specialist crewman nearby the town they intend to infiltrate.

### 3.10 Pirate Ship Damage (mat 4)



This mat is where you track the status of your pirate ship's sails and hull. The Pirate Ship box at the top of the mat is where you place the card representing the pirate ship you are currently commanding.

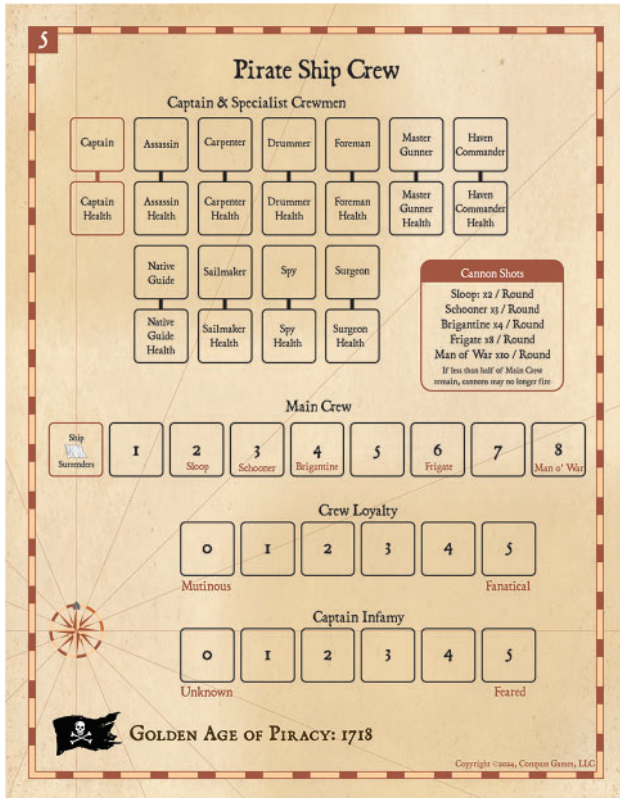
Man of War, Frigate, Brigantine, Schooner, and Sloop text in the Sails and Hull boxes represent the maximum points (no damage) the sails and hull of your current pirate ship have. These numbers may not exceed your current pirate ship's class.

If the total number of Sail damage points is reduced to zero during ship combat or bad weather, your pirate ship becomes disabled. If the total number of Hull damage points is reduced to zero during ship combat or bad weather, your pirate ship sinks.



Brigantine, Schooner, and Sloop Hull boxes are marked shallow draft denoting that these ships have shallow drafts and may enter light blue shallow cove zones on the map (mat 1).

### 3.11 Pirate Ship Crew (mats 5 and 6)



These mats are where you track the status of your pirate ship's crew, their loyalty, and your Pirate Captain's Infamy. Mat 5 represents your standard pirate ship, and mat 6 represents your upgraded pirate ship. Upgraded pirate ships allow for more pirates and cannons to be carried, but at the same time reduce the ship's total cargo capacity. Standard ships may be upgraded by paying for the service in Nassau, or by doing it yourself using your own pirates and materials at the Pirate Haven. Captured merchant ships are always standard, and captured warships are always upgraded.

**Captain and Specialist Crewmen.** This section tracks your Pirate Captain and Specialist Crewmen presence and health. Place the corresponding Specialist Crewman present in the upper box for each Specialist Crewman present. Note that your Pirate Captain must always be present for his pirate ship to set sail and does not require a generic Pirate Tracker. His pirate ship may not depart without him. Place a relevant Wound or KIA counter in the lower box whenever your Pirate Captain or a Specialist Crewman is wounded or KIA.

**Main Crew.** This section tracks your Main Crew. The Main Crew is the overall foundation of your pirate ship crew. Main Crew units may be acquired by pressing captured merchant ship crews or Prisoner cargo units into service, or by hiring them from a tavern in Nassau. Man of War, Frigate, Brigantine, Schooner, and Sloop text in the Main Crew boxes represent the maximum number Main Crew units your current pirate ship class and upgrade status may have. These maximum numbers may not be exceeded. Each Main Crew box number represents approximately 20 pirates, meaning if your pirate ship currently has 6 Main Crew units, that number abstractly represents approximately 120 pirates. During ship or boarding combat, if your pirate ship Main Crew is ever reduced to zero, your pirate ship automatically surrenders, with your Pirate Captain and all Specialist Crewmen captured.

**Crew Loyalty.** This section tracks your pirate ship crew's current loyalty towards their Pirate Captain. Crew Loyalty can increase or decrease depending on pirate ship crew combat losses, or how much (or how little) gold is paid out to them on **Table F-1**. If Crew Loyalty ever reaches zero, a Mutiny Check must be made once per game day (turn) on **Table H-5** after combat ends. If mutiny occurs at sea, the Pirate Captain is dropped off in the nearest blue zone on the map. If mutiny occurs while visiting Nassau, the pirate crew sails off with your ship. Your pirate ship, plus all Specialist Crewmen, Cargo, Special Items, Gold, and Jewels aboard the pirate ship are permanently lost. Note that Pirate Ship Crew Loyalty is not affected by Haven Pirate Loyalty. They are tracked separately.

**Captain Infamy.** This section tracks your Pirate Captain's current Infamy rating. Infamy represents how well-known and feared or unknown your Pirate Captain is in the Caribbean. Many factors can increase or decrease Infamy, such as the passage of time (decrease), merchant ship escaping during combat (decrease), taking ship prizes (increase), sacking towns (increase), prisoner ransom paid (increase), etc. Among other things, a high Infamy rating can increase the chances of merchant ships surrendering to your pirate ship without a fight, plus affect how long enemy merchant ship crews are willing to fight before surrendering during boarding combat. A high Infamy rating can also increase the chances of your pirate ship being hunted down by warships, or your secret Pirate Haven location being discovered. Another important factor of a high Infamy rating is the fact that Pirate Governor jobs in Nassau may only be taken on if Infamy is 4 or 5.



**Cannon Shots.** This section lists the maximum number of cannon shots your pirate ship may fire per combat round during combat with ships or town Defense Cannons. The allowable number of shots fired depends on pirate ship class and upgrade status. Each shot fired consumes one Black Powder unit. You may also fire less than the maximum number of cannon shots per combat round. If all Black Powder units are consumed, or less than half of the pirate ship Main Crew remains (based on half the ship class's maximum), your pirate ship cannons may not fire. Note that your pirate ship may not fire its cannons once ship boarding combat begins.

### 3.12 Pirate Ship Cargo (mat 7)

**Pirate Ship - Cargo**  
Cargo Hold Capacities

No Upgrade	Upgraded	Maximum Black Powder Capacity
Sloop: 40 Schooner: 50 Brigantine: 60 Frigate: 80 Man of War: 100	Sloop: 20 Schooner: 25 Brigantine: 30 Frigate: 40 Man of War: 50	Sloop: 10 Schooner: 12 Brigantine: 16 Frigate: 22 Man of War: 40

Black Powder units do not count towards total cargo capacity

**Cargo Hold**

Fine China	Flour	Goods
Lumber	Rum	Sail Cloth
Prisoners	Spices	Sugar
Black Powder	Haven Pirates	Defense Cannons

**Gold & Special Items**

Clay Pipes	Compasses	Cutlasses
Crucifixes	Medicine	Rings
Skeleton Keys	Spy Glasses	Treasure Maps
Gold	Jewels	

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This mat is where you track the status of your pirate ship's Cargo Hold Goods, Gold, Jewels, and Special Items. The amounts are written in the boxes below the images with a dry erase marker. Black Powder units may also be tracked by placing Black Powder counters in the box, making tracking easier than continuously having to erase and re-write the decreasing amounts during combat.

Capturing merchant ship prizes and selling them and their cargos in Nassau is the main way your Pirate Captain will earn Gold. Captured ships, cargo, and Special Items may only be sold in Nassau.

Total cargo hold capacity may not be exceeded. Black Powder units do not count towards total cargo hold capacity, but is limited to your pirate ship class and upgrade status. Gold, Jewels, and Special Items do not count towards total cargo hold capacity, so there is no limit to how much or how many your pirate ship may carry.

Vital cargo, such as Black Powder for your pirate ship's cannons, can be acquired by purchasing it in Nassau, or by taking it from captured ship prizes.

Special Items can only be acquired by taking them from captured ship prizes, or during certain Random Events. Pirate Haven Defense Cannons can only be acquired by purchasing them from Nassau.

Haven Pirates aboard your pirate ship are considered cargo only and may only fight during Pirate Haven combat.

Pirate Haven Defense Cannons aboard your pirate ship are cargo only and may not fire during ship combat or town Defense Cannon combat. They may only fire during Pirate Haven Defense Cannon combat when placed on mat 2.

### 3.13 Pirate Haven Pirates (mat 8)

**Pirate Haven - Pirates**  
Captain & Specialist Crewmen

Captain	Assassin	Carpenter	Drummer	Foreman	Master Gunner	Native Guide	Sailmaker
Captain Health	Assassin Health	Carpenter Health	Drummer Health	Foreman Health	Master Gunner Health	Native Guide Health	Sailmaker Health

Haven Crew

Haven Cmdr	Spy	Surgeon
Haven Cmdr Health	Spy Health	Surgeon Health

**Pirates**

32	31	30	29	28	27	26	25
17	18	19	20	21	22	23	24
16	15	14	13	12	11	10	9
1	2	3	4	5	6	7	8

Farm & Distillery

	0	1	2	3	4	5
--	---	---	---	---	---	---

Mutinous Fanatical

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This mat is where you track the status of your Pirate Captain and Specialist Crewmen (if present), your Haven Pirates and their loyalty, plus your Farm and Distillery status. You may only have one Pirate Haven at a time.



**Pirates.** This section tracks your Haven Pirates. Haven Pirates provide essential defense for your Pirate Haven in the event that it is discovered and attacked by warships or hostile natives. Pirates may be acquired by transferring them from your pirate ship Main Crew units, or from your Haven Pirates cargo. A maximum of 32 Haven Pirate units may be present at any one time, and this number may not be exceeded. Each Haven Pirate box number represents approximately 20 pirates, meaning if your Pirate Haven has 32 Pirate units, there are 640 pirates present (not including your Pirate Captain or Specialist Crewmen). During Pirate Haven combat, if the number of your Haven Pirates is ever reduced to zero, your Pirate Haven is lost, and all Inventory Goods, Haven Cannons, Gold, Jewels, Special Items, and Prisoners stored there are also lost. If your Pirate Captain or any Specialist Crewmen are present, they are also captured and your pirate ship is lost. Note that if you lose your Pirate Haven during a warship Marine attack and your Pirate Captain is not captured or killed due to not being present, you may not rebuild another Pirate Haven in the same blue zone for the remainder of the game.

**Pirate Loyalty.** This section tracks your Haven Pirates' current loyalty towards their Pirate Captain. Haven Pirate Loyalty can increase or decrease depending on Pirate Haven combat losses, or how much (or how little) gold is paid out to them on Table K-1. If Haven Pirate Loyalty ever reaches zero, a Mutiny Check must be made once per game day (turn) on Table H-5. If mutiny occurs with your Pirate Captain and your ship is present at the Pirate Haven, all Haven Pirates board and sail off with your ship, plus all Specialist Crewmen, Cargo, Special Items, Gold, and Jewels at the Pirate Haven are permanently lost. If mutiny occurs while your Pirate Captain and ship are away from the Pirate Haven, all Haven Pirates and Specialist Crewmen present at the Haven are permanently lost, plus all Goods, Special Items, Gold, and Jewels stored at the Pirate Haven are also lost. Note that Haven Pirate Loyalty is not affected by pirate ship Main Crew Loyalty. They are tracked separately.

**Farm and Distillery.** This section tracks whether your Pirate Haven has a Farm and Distillery or not by placing the Farm and Distillery counter in the box. Note that in order to run a Farm and Distillery for producing rum for a weekly profit, at least 10 Haven Pirate units must be present. A Foreman Specialist Crewmen must also be present and in good health (not Severely Wounded or KIA).

## 3.14 Pirate Haven and Pirate Stash (mat 9)



This mat is where you track the status of your stored Pirate Haven and Pirate Stash Goods, Gold, Jewels, and Special Items. The amounts are written in the boxes below the images with a dry erase marker. Black Powder units may also be tracked by placing Black Powder counters in the white box, making tracking easier than continuously having to erase and re-write the decreasing amounts during combat.

You may only have one Pirate Haven and one Pirate Stash at a time.

There is no limit to the amount of Inventory Goods, Gold, Jewels, Special Items, or Pirate Haven Defense Cannons that can be stored at your Pirate Haven.

There is no limit to the amount of Gold, Jewels, or Special Items that can be stored in your Pirate Stash.

Your Pirate Stash is a secret location separate from your Pirate Haven in any blue zone of your choosing where you may store Gold, Jewels, and Special Items. Note that in the event of your Pirate Haven being lost due to a Warship Marine attack, Haven Pirate mutiny, or hostile native attack, your secret Pirate Stash cannot be discovered and remains safe.

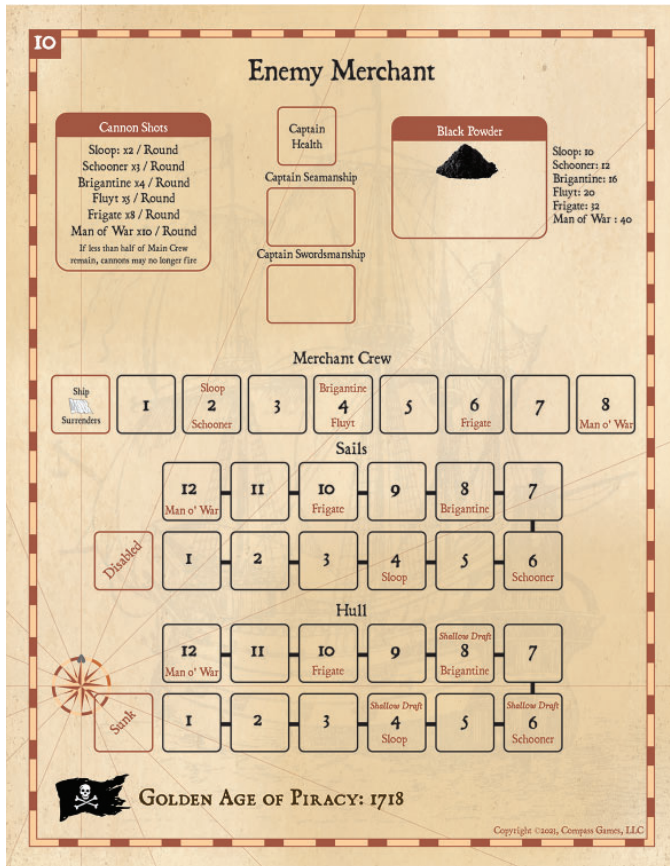


Black Powder can be acquired by purchasing it in Nassau, or by taking it from captured ship prizes.

Black Powder destined for the Pirate Haven must be transferred from your pirate ship's stores. Extra Black Powder units may not be carried as separate cargo.

Pirate Haven Defense Cannons can only be acquired by purchasing them from Nassau.

### 3.15 Enemy Merchant (mat 10)



This mat is where you track the status of enemy merchant ships' sails, hull, and crew during ship and boarding combat.

Man of War, Frigate, Fluyt, Brigantine, Schooner, and Sloop text in the Sails and Hull boxes represent the maximum points (no damage) the sails and hull the merchant ship starts out with at the beginning of ship combat. These numbers may not exceed the merchant ship's class. If the total number of Sail damage points is reduced to zero during ship combat, the merchant ship becomes disabled. If the total number of Hull damage points is reduced to zero during ship combat, the merchant ship sinks, with all cargo and crew aboard lost.

**Merchant Crew.** This section tracks the total number of merchant ship crew sailors. Man of War, Frigate, Fluyt, Brigantine, Schooner, and Sloop text in the Merchant Crew boxes represent the maximum number of Merchant Crew units

the merchant ship class starts out with at the beginning of ship combat. This maximum number may not be exceeded. Each Merchant Crew box number represents approximately 20 sailors, meaning if the merchant ship currently has 4 Merchant Crew units, that number abstractly represents approximately 80 sailors. During ship or boarding combat, if the merchant ship Merchant Crew is ever reduced to zero, the ship automatically surrenders and is captured.

**Cannon Shots.** This section lists the maximum number of cannon shots the merchant ship may fire per combat round during combat with your pirate ship. The allowable number of shots fired depends on the merchant ship class. Each shot fired consumes one Black Powder unit. If all Black Powder units are consumed, or less than half of the merchant ship Merchant Crew remains, the ship may not fire its cannons. Note that during ship combat, merchant ships always fire the maximum number of cannon shots per combat round if capable of doing so. However, merchant ships may not fire their cannons once boarding combat begins.

**Captain Health.** This box is used to track the merchant ship captain's health during ship and boarding combat. If wounded or killed, place the corresponding wound or KIA counter in this box.

**Captain Seamanship.** This box is used to designate the merchant ship captain's Seamanship skill level, which is relevant during ship combat. Write the number in with a dry erase marker at the beginning of ship combat.

**Captain Swordsmanhip.** This box is used to designate the merchant ship captain's Swordsmanhip skill level, which is relevant during ship boarding combat. Write the number in with a dry erase marker once boarded.

### 3.16 Enemy Warship 1 and 2 (mats 11 and 12)

These mats are where you track the status of enemy warships' sails, hull, and crew during ship and boarding combat.

Man of War, Frigate, Brigantine, Schooner, and Sloop text in the Sails and Hull boxes represent the maximum points (no damage) the sails and hull the warship starts out with at the beginning of ship combat. These numbers may not exceed the warship's class. If the total number of Sail damage points is reduced to zero during ship combat, the warship becomes disabled. If the total number of Hull damage points is reduced to zero during ship combat, the warship sinks, with all cargo and crew aboard lost.



**I2**

## Enemy Warship 2

**Cannon Shots**

Sloop: 12 / Round  
Schooner 11 / Round  
Brigantine 14 / Round  
Frigate 18 / Round  
Man of War 110 / Round

If less than half of Main Crew remains, cannons may no longer fire

Captain Health

Captain Seamanship

Captain Swordsmanship

**Black Powder**

Sloop: 10  
Schooner: 12  
Brigantine: 16  
Frigate: 20  
Man of War: 40

**Warship Crew**

16	15	14	13	12	11	10	9
Man o' War				Frigate			

**Sails**

12	11	10	9	8	7
Man o' War		Frigate		Brigantine	

**Hull**

12	11	10	9	8	7
Man o' War		Frigate		Shallow Draft Brigantine	

**Shallow Draft**

1	2	3	4	5	6
			Sloop		Schooner

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wounded or killed, place the corresponding wound or KIA counter in this box.

**Captain Seamanship.** This box is used to designate the warship captain's Seamanship skill level, which is relevant during ship combat. Write the number in with a dry erase marker at the beginning of ship combat.

**Captain Swordsmanship.** This box is used to designate the warship captain's Swordsmanship skill level, which is relevant during ship boarding combat. Write the number in with a dry erase marker once boarded.

### 3.17 Pirate Haven Warship Marines (mat 13)

**I3**

## Pirate Haven - Warship Marines

**Maximum Marine Units**

One Sloop Warship: 3	Two Sloop Warships: 6
One Schooner Warship: 5	Two Schooner Warships: 10
One Brigantine Warship: 7	Two Brigantine Warships: 14
One Frigate Warship: 10	Two Frigate Warships: 20
One Man of War Warship: 14	Two Man of War Warships: 28

Commander Health

Marine Commander

Commander Swordsmanship

Commander Tactics

**Marines**

28	27	26	25	24	23	22
15	16	17	18	19	20	21
14	13	12	11	10	9	8
1	2	3	4	5	6	7

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This mat is where you track the status of warship Marines and their commander during land attacks on your Pirate Haven.

Warship Marine land combat only begins after all of your Pirate Haven Defense Cannons have been destroyed and the Warship Marines have landed.

**Maximum Marine Units.** This section lists the maximum allowable number of warship Marine units landed during Pirate Haven land combat. Reinforcements do not occur.

**Marines.** This section tracks the total number of warship Marine units. A maximum of 28 warship Marine units may be present at any one time, and this number may not be exceeded or replenished with reinforcements.

**Warship Crew.** This section tracks the total number of warship crew sailors. Man of War, Frigate, Brigantine, Schooner, and Sloop text in the Warship Crew boxes represent the maximum number of Warship Crew units the warship class starts out with at the beginning of ship combat. This maximum number may not be exceeded. Each Warship Crew box number represents approximately 20 sailors, meaning if the warship currently has 4 Warship Crew units, that number abstractly represents approximately 80 sailors. During ship or boarding combat, if the Warship Crew is ever reduced to zero, the ship automatically surrenders and is captured.

**Cannon Shots.** This section lists the maximum number of cannon shots the warship may fire per combat round during combat with your pirate ship. The allowable number of shots fired depends on the warship class. Each shot fired consumes one Black Powder unit. If all Black Powder units are consumed, or less than half of the warship Warship Crew remains, the ship may not fire its cannons. Note that during ship combat, warships always fire the maximum number of cannon shots per combat round if capable of doing so. However, warships may not fire their cannons once boarding combat begins.

**Captain Health.** This box is used to track the warship ship captain's health during ship and boarding combat. If



Each Marine box number represents approximately 20 Marines, meaning if the attacking force has 28 Marine units, there are 560 soldiers present (not including the Marine Commander). During Pirate Haven combat, if the number of your defending pirates is ever reduced to zero, your Pirate Haven is lost, and all Inventory Goods, Haven Cannons, Gold, Jewels, Special Items, and Prisoners stored there are also lost. If your Pirate Captain or any Specialist Crewmen are present, they are also captured and your pirate ship is lost. If you lose your Pirate Haven during a warship Marine attack and your Pirate Captain is not captured or killed due to not being present, you may not rebuild another Pirate Haven in the same blue zone for the remainder of the game. If all warship Marines are KIA and the Marine Commander survives, he is automatically KIA. If the attacking Marine force is defeated, the warships automatically depart the cove and combat ends.

**Commander Health.** This box is used to track the Marine Commander's health when attacking your Pirate Haven during land combat. If wounded or killed, place the corresponding wound or KIA counter in this box. Marines will always continue to fight, even if their Marine Commander is KIA. Note that there may only be one Marine Commander during Pirate Haven land combat, even if there are two warships present.

**Commander Swordsmanship.** This box is used to designate the Marine Commander's Swordsmanship skill level. Write the number in with a dry erase marker once the Marines have landed.

**Commander Tactics.** This box is used to designate the Marine Commander's Tactics skill level. Write the number in with a dry erase marker once the Marines have landed.

### 3.18 Town Combat (mat 14)

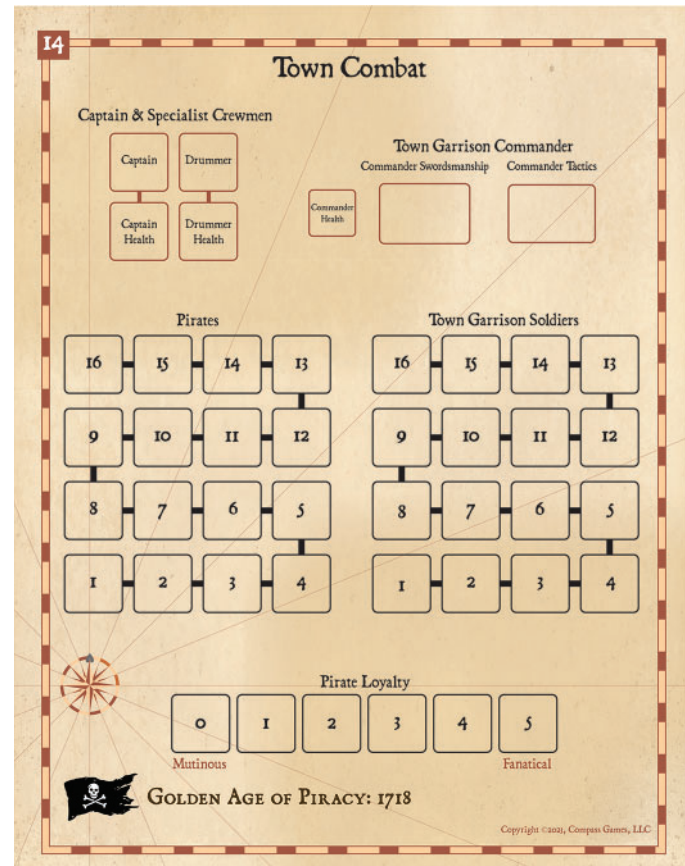
This mat is where you track the status of your Pirate Captain, Drummer Specialist Crewman (if present), Pirates, Pirate Loyalty, Town Garrison soldiers, and Town Garrison Commander during town raids combat.

All Town Defense Cannons must be destroyed first before landing your pirates in town.

During town combat, your Pirate Captain must land with the pirates. He may not remain on the pirate ship.

**Captain and Specialist Crewmen.** This section tracks your Pirate Captain and Drummer Specialist Crewman presence and health. Place the corresponding counter in the upper box if your Drummer Specialist Crewman present. Place a relevant Wound or KIA counter in the lower box whenever

your Pirate Captain or Drummer Specialist Crewman is wounded or KIA.



**Pirates.** This section tracks your Pirates. Pirates are transferred from your pirate ship Main Crew and are used to fight against Town Garrison soldiers when conducting raids. A maximum of 16 Pirate units may be present during combat. Each Pirate box number represents approximately 20 pirates, meaning if your raiding force has 16 Pirate units, there are 320 pirates present (not including your Pirate Captain or Drummer Specialist Crewman). During town combat, if the number of your Pirate units is ever reduced to zero, your Pirate Captain and Drummer Specialist Crewman are automatically captured.

**Pirate Loyalty.** This section tracks your Pirate force's current loyalty towards their Pirate Captain. Note that this number should always start out the same as the Crew Loyalty number on Pirate Ship Crew mat 5 or 6. Pirate losses during town combat also negatively affect Crew Loyalty and should be adjusted accordingly on mat 5 or 6 after combat ends.

**Town Garrison Soldiers.** Town Garrison Soldiers are soldiers that defend the town during pirate attacks. They are reinforced every combat round. However, if the Pirates are in the town space that is adjacent to the Military Barracks and all Town Garrison Soldiers are KIA during the same



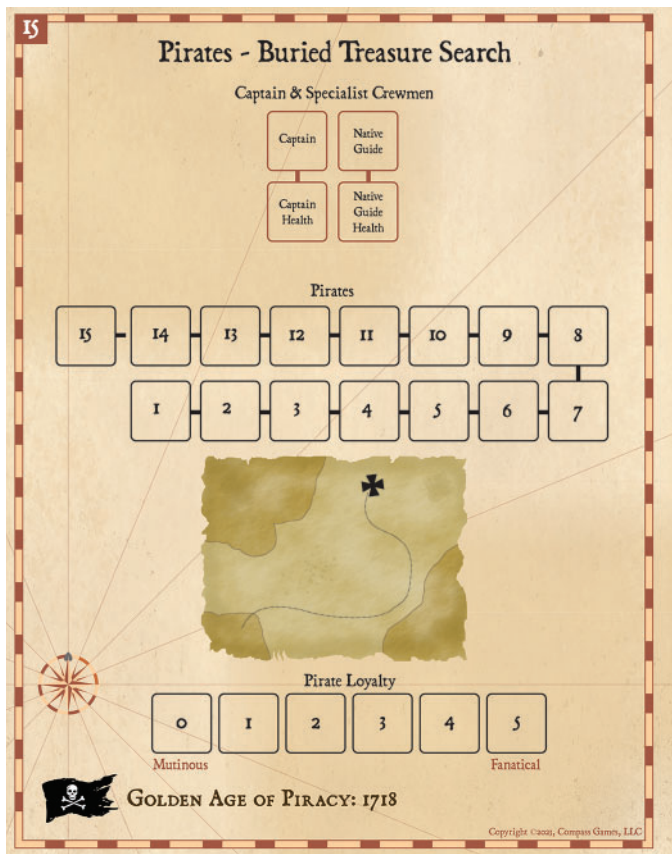
combat round, the Town Garrison is permanently defeated and no more Town Garrison Soldiers are encountered for the remainder of town attack. Combat ends and the town may then be looted and burned. A maximum of 16 Town Garrison Soldier units may be present at any one time, and this number may not be exceeded during reinforcement. Each Town Garrison Soldier box number represents approximately 20 soldiers, meaning if the defending force has 16 Town Garrison Soldier units, there are 320 soldiers present (not including the Town Garrison Commander).

**Town Garrison Commander Health.** This box is used to track the Town Garrison Commander's health when your pirate force attacks towns. If wounded or killed, place the corresponding wound or KIA counter in this box. Town Garrison Soldiers will always continue to fight, even if the Town Garrison Commander is KIA.

**Town Garrison Commander Swordsmanship.** This box is used to designate the Town Garrison Commander's Swordsmanship skill level. Write the number in with a dry erase marker once your Pirate force has landed in town.

**Town Garrison Commander Tactics.** This box is used to designate the Town Garrison Commander's Tactics skill level. Write the number in with a dry erase marker once your Pirate force has landed in town.

### 3.19 Pirates - Buried Treasure Search



This mat is where you track the status of your Pirate Captain, Native Guide Specialist Crewman (if present), Pirates, and Pirate Loyalty during buried treasure searches.

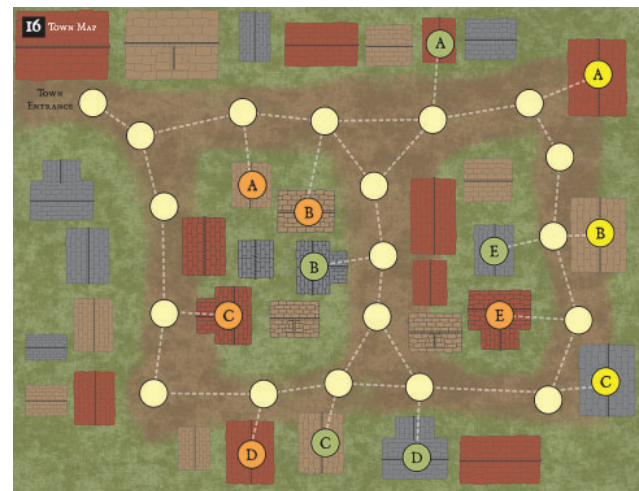
During buried treasure searches, your Pirate Captain must land with the pirates. He may not remain on the pirate ship.

**Captain and Specialist Crewmen.** This section tracks your Pirate Captain and Native Guide Specialist Crewman presence and health. Place the corresponding counter in the upper box if your Native Guide Specialist Crewman present. Place a relevant Wound or KIA counter in the lower box whenever your Pirate Captain or Native Guide Specialist Crewman is wounded or KIA.

**Pirates.** This section tracks your Pirates. Pirates are transferred from your pirate ship Main Crew and are used to fight against hostile natives when attempting to recover buried treasure. A maximum of 15 Pirate units may be present while landed, and this number may not be exceeded or replenished with reinforcements. Each Pirate box number represents approximately 20 pirates, meaning if your search party has 15 Pirate units, there are 300 pirates present (not including your Pirate Captain or Native Guide Specialist Crewman). Note that during buried treasure searches, at least 1 Main Crew unit must remain aboard if your pirate ship.

**Pirate Loyalty.** This section tracks your Pirate force's current loyalty towards their Pirate Captain. Note that this number should always be the same as the Crew Loyalty number on Pirate Ship Crew mat 5 or 6. Pirate losses from native attacks also negatively affect Crew Loyalty and should be adjusted accordingly on mat 5 or 6 after combat ends.

### 3.20 Town Map (mat 16)



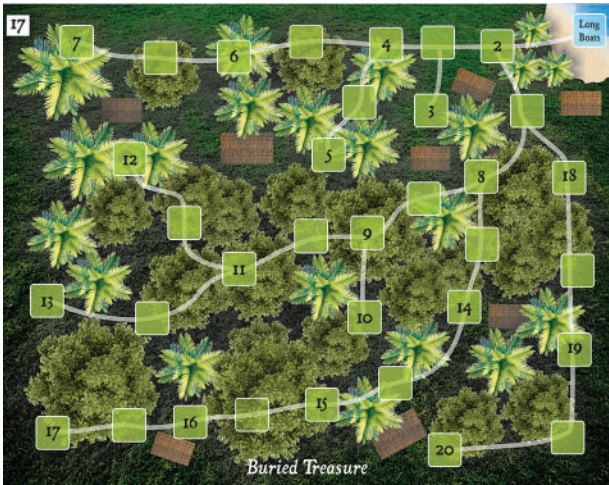
This mat is where you track the location of your Pirate force when attacking towns. The Bank, Military Barracks, and



Governor's Mansion counters are also placed on this mat.

The blue Pirates counter is placed in the Town Entrance space when first entering the town. Your Pirate force may only move a maximum of one tan space per combat round. To exit the town while Town Garrison Soldiers are still present, your Pirate force must remain in the Town Entrance space for 1 turn before leaving.

### 3.21 Buried Treasure (mat 17)



This mat is where you track the location of your Pirates when attempting to recover buried treasure from acquired Treasure Maps.

The blue Pirates counter is placed in the blue Long Boats space when first landing. Your Pirates may only move a maximum of one green space per turn. Upon reaching the space containing the Buried Treasure counter, the treasure is successfully dug up and recovered. However, for your Pirates to exit the area and return to the pirate ship, they must first travel back through each green space in order reach the blue Long Boats space.

## 4.0 Counter Guide

These are the playing pieces that are used to track individual units, crewmen, and situations on the various game mats.



**General Tracking Counters** (Mats 1, 5, 6, 8, 14, 15)

These counters track various game information.



**General Merchant Ship Tracking Counters** (Mats 1, 5, 6, 8, 14, 15)

These counters track various Merchant Ship information.



**General Warship & Town Garrison Tracking Counters** (Mats 11, 12, 13, 14)

These counters track various Warship, Town Garrison, and Marine Pirate Haven Combat information.

### Pirate Ships (Mats 1, 2, 3)

These counters track the Pirate Ship's current location on the game map. They are also used on the Ship Combat and Harbor Defense Cannons mats. All Pirate Ship counters have a Skull and Crossbones mark.



**Enemy Merchants & Warships** (Mat 2)

These counters are used on the Ship Combat and Pirate Haven Defense Cannons mat. The Man of War counter with a gold 'T' mark represents a Treasure Ship.



**Enemy Merchant Ship & Warship Prizes** (Mat 1)

These counters are used on the game map to track merchant ships or warships that have been captured and taken as prizes. They are immediately placed in the green Nassau town zone on the map after taken as prizes

All Prize Ship counters have a red 'P' with a number 1, 2, or 3 mark.

### Unit Firing & Targeted (Mats 2, 3)

Place these counters next to the unit counter that is either firing, or being targeted during Ship combat or Defense Cannon combat.



**Merchant Ship Surrenders** (Mat 2)

Place this counter next to Merchant Ship counters when they surrender during ship combat.



**Ship Disabled** (Mats 2, 3)

Place these counters next to any Ship unit counters that become disabled during combat. Disabled ships may not evade.



### Ship Evasion Attempt (Mats 2, 3)

Place these counters next to any Ship unit counters that is attempting to evade during combat. Merchant ships always attempt evasion, and warships never attempt evasion.



### Ship Boarded (Mat 2)

Place this counter next to the ship counter when it is boarded during combat.

### Pirate Captain & Specialist Crewmen (Mats 5, 6, 8, 14, 15)

These counters track your Pirate Captain's status, plus what Specialist Crewmen are currently in service.



### Injuries (Mats 5, 6, 8, 10, 11, 12, 13, 14, 15)

These counters track your Pirate Captain, Specialist Crewmen, Enemy Ship Captains, Town Garrison Commander, and Marine Captain injuries. The PW counter represents a Permanent Wound. This may happen when your Pirate Captain successfully recovers from a Severe Wound, and it stays with him for the remainder of the game. If your Pirate Captain receives a Permanent Wound a second time, he must immediately retire and turn himself in to the local authorities in the nearest town. LW = Light Wound. MW = Moderate Wound. SW = Severe Wound. KIA = Killed in Action. LW VD = Venereal Disease. Counts as 1 persistent LW until cured (requires Medicine unit). PW = Permanent Wound.



**IMPORTANT:** 2 LWs = MW. LW + MW = SW. LW + SW or MW + MW = KIA.



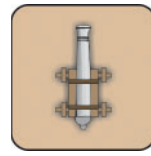
### Pirate Haven Location (Mat 1)

This counter tracks where your Pirate Haven is located on the map. Place in light or dark blue cove map zones only.



### Pirate Stash (Mat 1)

This counter tracks where the Pirate Captain's hidden Stash is located on the map. Place in light or dark blue cove map zones only.



### Defense Cannons (Mats 2, 3)

These counters represent Town Harbor and Pirate Haven Defense Cannons. Remove each one when destroyed during combat.

### Pirate Ship Docked / Pirate Ship Refit (Mat 1)

Place these counters next to Pirate Ship counter on the map whenever it is docked or undergoing refit in either Nassau or at the Pirate Haven. Permanent Damage markers are used to mark permanent damage from missed refit deadlines.



### Nassau Raided & Shut Down (Mat 1)

Place this counter over the green Nassau town zone on the map after the Royal Navy raids and shuts it down. Your pirate ship may no longer dock or visit Nassau for the remainder of the game.

### No King's Pardon (Mat 1)

Place these counters next to the country flags on the map once a King's pardon is no longer possible from that country.



### Ghost Ship / Kraken (Mat 2)

These counters are used on the Ship Combat mat when encountered during Random Events.



### Town Building Locations (Mat 16)

Place these counters in the matching color spaces on the Town map.





### Looted and Burned (Mat 16)

Place these counters next to the Military Barracks, Bank, or Governor's Mansion counters on the Town map after they have been looted and burned by the attacking pirates.

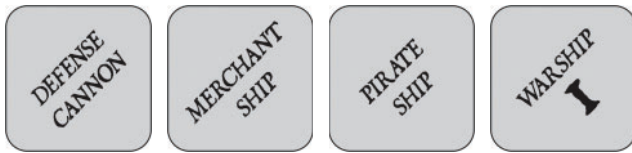


### Pirate Units in Town (Mats 16, 17)

These counters are used to track the unit's movement through town.

### Units Order of Attack (Draw Cup)

Place these counters into a draw cup during combat to determine the firing order of each unit involved.



### Building Haven/Building Farm & Distillery (Mat 1)

As a visual reminder, place this counter in the relevant blue zone on the map where either the Pirate Haven or Farm and Distillery are being built.

### Random Events (Mat 1)

Place these counters in the Random Event boxes on the map when encountered.



### Pirate Haven Location Discovered (Mat 1)

Place this counter next to the Pirate Haven counter on the map as a visual reminder once your Pirate Haven location has been discovered.



### Pirate Haven Destroyed (Mat 1)

Place this counter next to designate locations where previous Havens have been discovered and destroyed. No new Haven may be built in these locations.



### Buried Treasure (Mat 17)

Place this counter in the corresponding green numbered box on the Buried Treasure mat when attempting recovery.



## 5.0 Gameplay Survival Tips

A pirate's life in the Caribbean during the early 1700s was usually short and harsh. Here are a few tips and long-term strategies to consider when playing the game:

1. Seamanship and Swordsmanship are two of the most important Pirate Captain skills in the game. Max them out early on.
2. It's very risky attacking larger ships, especially during boarding combat. Don't forget that you cannot take a ship as a prize or turn it into a new pirate ship if the ship's Seamanship requirement is higher than the pirate captain's current skill level.
3. While larger pirate ships are powerful, they are very expensive and time-consuming to maintain. Monthly payouts to a large pirate crew can also quickly drain your gold, so plan accordingly if you decide to take command of a larger ship.
4. Attacking towns is very risky unless your Pirate Captain has decent Swordsmanship and Tactics skill levels, plus a large force of pirates. Even then, the odds will usually be against you unless you have information beforehand that the town is lightly defended.
5. Build a Pirate Haven as soon as possible. And if you are able to capture a Foreman Specialist Crewman, you can build a Pirate Haven cane sugar Farm and Distillery, greatly increasing your weekly Gold earnings.
6. Don't hire or press too many pirate ship crewmen or Pirate Haven pirates into service if you cannot afford to pay them. Monthly Gold payouts for large pirate ship crews or Haven pirates can become very expensive and you run the risk of mutiny if their loyalty drops to zero.
7. Bury a Pirate Stash in a remote location as soon as possible. It's a good insurance policy in case you lose your Pirate Haven or Pirate Ship and survive.
8. The game becomes much more difficult starting in September when Royal Navy warships threaten to raid and shut down Nassau. Plan accordingly, because once it's shut down, your pirate ship may no longer enter Nassau and use its services for the remainder of the game. However you may still sail through and patrol the space.



## 6.0 Designer's Notes

As I had frequently played Sid Meier's popular classic Pirates! computer game in my younger days, I was inspired to create this open-ended tabletop sandbox game in an attempt to bring back some of those wonderful memories of times passed. But no, there is no dancing with a governor's daughter. Only kidnapping or assassinating her. Sorry, Sid.

In creating this game, my main goal was to include enough content, detail, and replayability in order to provide players with many years of worth of entertainment and challenge.

I hope you all enjoy playing Golden Age of Piracy: 1718 as much as I have had with designing and developing this deep and expansive game. May you encounter fair winds and smooth seas. Yo ho ho and a bottle of rum!

- Joe Carter



## 7.0 Selected Bibliography

### Books:

*The Pirate Ship 1660-1730*, by Angus Konstam (Osprey)

*Blackbeard's Last Fight*, by Angus Konstam (Osprey)

*Under the Black Flag*, by David Cordingly (Harcourt Brace)

*The Republic of Pirates*, by Colin Woodard (Harcourt)

*A General History of the Pyrates*, by Daniel Defoe (Dover)

*The History of Pirates*, by Angus Konstam (Lyons Press)

## 8.0 Game Credits

**Game Concept and Design** - Joe Carter

**Artwork** - Bruce Yearian

**Project Director** - Billy Thomas

**Pre-Production Coordinator** - Brittani-Pearl Eaton-Koch

**Special thanks to** - Richard Dorset, Brittani-Pearl Eaton-Koch, Andrew Clifford, and many others for their playtesting, feedback, and proofing assistance. Without their generous help, this game would not have been possible.

*They vilify us, the scoundrels do,  
when there is only this difference;  
they rob the poor under cover of  
law...and we plunder the rich  
under the protection of our  
own courage. — Samuel Bellamy*

Captain Samuel Bellamy, later known as "Black Sam" Bellamy, was an English sailor turned pirate during the early 18th century. He is best known as the wealthiest pirate in recorded history, and one of the faces of the Golden Age of Piracy. Though his known career as a pirate captain lasted little more than a year, he and his crew captured at least 53 ships.

He eschewed the fashionable powdered wig in favor of tying back his long black hair with a simple band, Bellamy became known for his mercy and generosity toward those he captured on his raids. This reputation earned him another nickname, the "Prince of Pirates". He likened himself to Robin Hood, with his crew calling themselves "Robin Hood's Men". Bellamy died with the loss of his ship in a storm off the eastern coast of North America in 1717.





# The Golden Age of Piracy - 1718

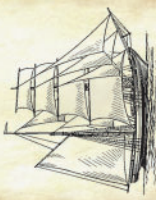


## Example of the Player Aid Cards in use

**4**

### Pirate Ship - Damage

**BRIGANTINE**



Shallow Draft  
Required Seamanship: 3

12 Man o' War	11	10	9	7
1	2	3	4 Sloop	5
12 Man o' War	11	10	9	7
1	2	3	4 Shallow Draft Sloop	5
				6 Schooner

**Disabled**      **Sunk**

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**5**

### Pirate Ship Crew

#### Captain & Specialist Crewmen

<b>CAPTAIN</b>	Assassin	Carpenter	<b>DRUMMER</b>	Foreman	Master Gunner
Light Wound	Assassin Health	Carpenter Health	Drummer Health	Foreman Health	Master Gunner Health
Light Wound	Native Guide	Sailmaker	<b>SURGEON</b>	Spy	Surgeon Health
	Native Guide Health	Sailmaker Health	Spy Health		

**Cannon Shots**

Sloop: x2 / Round  
Schooner x3 / Round  
Brigantine x4 / Round  
Frigate x8 / Round  
Man of War x16 / Round

If less than half of Main Crew remain, cannon may no longer fire

#### Main Crew

1	2 Sloop	3 Schooner	4 Brigantine	5	7	8 Man o' War
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#### Crew Loyalty

0	1	3	4	5
Mutinous			Fanatical	

#### Captain Infamy

0	1	2	3	5
Unknown				Feared

**GOLDEN AGE OF PIRACY: 1718**

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Example of the Caribbean map in use

# GOLDEN AGE PIRACY: 1718

**SPAIN** **FRANCE** **ENGLAND**

**NO PARDON** **NO PARDON** **NO PARDON**

**SHIP COMBAT ROUNDS**

10	9	8	7	6
1	2	3	4	5

**RANDOM EVENT**

**RANDOM EVENT**

**SHIP DOCKED** **REFIT**

**SHIP DOCKED** **Sloop**

**PIRATE STASH**

**WIND**

	<b>POOR</b>	<b>BAD</b>		<b>HURRICANE</b>
	<b>LIGHT</b>	<b>STRONG</b>		<b>STRONG</b>
	<b>CALM</b>	<b>WIND</b>		<b>WIND</b>

**WEATHER**

**North**

**THE BAHAMAS**

**HISPANOLA**

**JAMAICA**

**San Juan**

**Santo Domingo**

**Tortuga**

**Charleston**

**Santiago**

**Port Royal**

**Havana**

**Trinidad**

**Evangelista**

**Cayman**

**Mona Passage**

**Handkerchief Passage**

**Windward Channel**

**Nicholas-Channel**

**Moyaguana Passage**

**Florida Stream**

**Tropic of Cancer**

**Bahama Channel**

**1** **2** **3** **4** **5** **6** **7** **8** **9** **10** **11** **12** **13** **14** **15** **16** **17**

**A** **B** **C** **D** **E** **F** **G** **H** **J** **U**

**PIRATE HAVEN**

**Compass Games**

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