

GOLDEN AGE OF PIRACY: 1718

Official Clarifications & New Optional Rules

Map

On the Map, Charlestown should read George Town. A printable correction sticker is available [here](#).

Charts & Tables

Table H-9: On notes 2 & 4, no encounter occurs if you are in a light blue zone and the result is Frigate or Man of War. Per **Rulebook 2.5**, these ship types have shallow drafts and will not be found in these areas.

Table K-4: When performing ship upgrades at your Pirate Haven, use Table K-4, ignoring the Sailcloth/Sailmaker requirements. This means you will always use either the second Time to Refit row (no Carpenter present) or the third Time to Refit row (with Carpenter present).

New Optional Rules

Golden Age of Piracy: 1718 is the first game in Joe Carter's **1718** trilogy. The following optional rules represent potential balancing adjustments for future games in the series.

Alternative Storm Navigation: This optional rule replaces the existing **Table H-3**.

H-3. PIRATE SHIP – BAD WEATHER STORM NAVIGATION

Roll 2D10 (1x) - If unmodified 20 rolled, Pirate Ship runs aground and sinks.

Roll	Result
≤2-15	Pirate Ship safe. (Go to Table H-4)
16+	Pirate Ship runs aground, breaks up, and sinks. (Go to Table P-3 note A)

Modifiers:

- 2 if Compass in possession
- 1 if Clay Pipe in possession
- 1 per Navigation skill point
- +1 if Hurricane wind

Alternative Weather Check: The following optional rule adds a new modifier to **Table H-1**: -5 if January through May, December.

Modifiers:

- 5 if January through May, December
- 5 if previous weather Good
- +5 if previous weather Poor
- +5 if June through November
- +10 if previous weather Bad