LEGACY AT SEA RULEBOOK

High unemployment, combined with limited oversight from European authorities, has created fertile ground for the emergence of the Golden Age of Piracy in the Caribbean. The constant flow of merchant vessels laden with valuable goods provides tempting targets for those seeking fortune at sea.

Life aboard a sailing ship, however, is anything but glamorous. The harsh realities include cramped quarters, frequent storms that threaten to capsize even the sturdiest vessels, the constant presence of rats, and food often tainted by contamination. These challenges test the resolve and resourcefulness of every pirate crew, with survival frequently hanging by a thread.

While some may strike it lucky and amass considerable wealth through their exploits, most pirates struggle to eke out a meager existence. Only a select few, blessed with exceptional skill and cunning, managed to carve out a place in history through their daring escapades on the high seas.

Objective
Players attempt to accumulate the most points. Earn points by collecting gold and goods, completing prospects, and plundering merchant ships.

COMPONENTS

Turn Markers - 5

Gold Tokens: 60

TOKENS
Damage: 20
Food: 20
Supply: 20
Fabric: 20

Hull Tokens: 8
Sail Tokens: 4

Hurricane Token: 1

Governor's Daughter: 1

Loan Tokens: 4

Captain Cards: 8

Encounter Cards: 64

Ocean Cards: 60

Dice
D8 - 1 White
Response - 1 Red
Plundering - 6 Blue

Prospect Cards: 31

Story Cards: 29

Island Tokens: 3

Card Dividers: 6

Locking Plastic Cases: 3

Pirate Ship Miniatures - 4

Crew Miniatures - 16

Cannon
Gray - 10
Black - 6

Lighthouse Meeples : 4

MARKERS
Port Effects & Alignment: 46

Player Boards: 4

Player Ship Boards: 8

Reference Boards - 4

Game board - 1

Rule Book - 1

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SETUP

GAME BOARD SETUP (RED CIRCLES)

1. - Remove the 1717 and 1718 "A New Year" cards from the Story deck.
   - Remove the 2 Fate cards from the 1718 Story deck.
   - Remove 4 random cards from the 1718 Story deck.
   - Shuffle the 4 random 1718 with the 2 Fate cards and place them in the designated Story space on the board.
   - Shuffle the remaining 1718 cards and place them on top of the 1718 Story cards already on the board.
   - Place the 1718 "A New Year" card on top of the 1718 Story cards.
   - Draw 4 random cards from the 1717 Story deck and place them onto the 1718 Story cards. Place the 1717 "A New Year" card on top of those.
   - Draw 4 random cards from the 1716 Story deck and place them on the 1717 Story cards.

2. Organize and shuffle the Encounter cards by their respective years. Shuffle and place the 1717 and 1718 cards to the side. Put the 1716 on the game board as pictured to the right.

3. Organize and shuffle the Ocean cards by their respective years. Shuffle and place the 1717 and 1718 cards to the side. Shuffle and put the 1716 next to the game board as pictured.

4. Shuffle and place the Prospect deck next to the game board. Set the 4 black light house meeples near the deck.

5. Each player chooses a mini-pirate ship of a different color and puts it in the port with the corresponding anchor color.

PLAYER SETUP: (BLACK CIRCLES)

A. Each player takes a Reference card.

B. Each player takes 1 Player board & 2 Pirate Ship boards matching their selected color. Place the player board so that the Solo/Epic side is face-down.

C. Place the Turn Marker and 4 cubes of their color near their Player board.

D. Draw 2 random Captain cards, select 1, and discard the other. Place the selected Captain card on the Player board in its designated space.

E. Use the recommended ship from the Captain card or select 1 of the 4 ships (ships on both sides) and place it to the right of the Player board.

F. Place 2 Hull tokens and 1 Sail token to cover any hull circles and the bottom most sail circle on the ship (use only 1 Hull token for the Sloop).

CAPTAIN SETUP

The skill icon on the captain's card sets that skill at level one. Place a cube at level 1 for the skill pictured on the captain's card (Edward Teach would place a cube on the lower most space for Ferocity). Stede Bonnet starts the game with 1 fewer hull or sail token (player's choice).

Additionally, each captain begins with a combination of supplies, crew, and cannon. The number above the image indicates the amount of each that is placed on the ship. Cannon must be placed on the circles with the cannon icon. All other items may be placed on any hull circle.
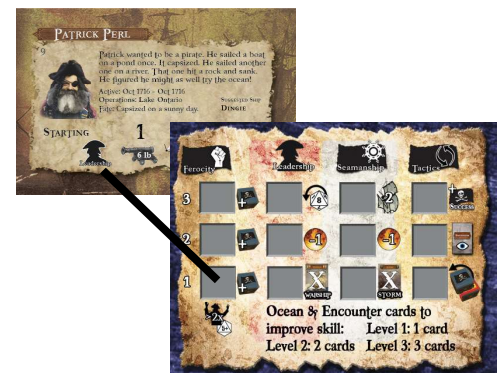
SETTING UP THE OCEAN TABLEAU

At the start of the game, players will need to set up the Ocean Tableau. From the 1716 Ocean deck, deal out and place the top 3 Ocean cards face-up along the side of the game board as pictured below.

PROSPECT CARDS SETUP

At the start of the game, reveal the top four Prospect cards. Place them face-up along the opposite side of the game board from the Ocean Tableau. One player should read aloud each card as it is placed.

Place a black lighthouse meeple on the game board at the anchor of first lettered location shown on the top left of the card. If there is an asterisk, place the token on the card.

TURN ORDER

The player with the lowest number on their captain card (in the upper left-hand corner) will go first, and play will pass to the left.

SAIL

Players may navigate their pirate ship, advancing it by one space along the interconnected blue lines. Additionally, they may expend 1 unit of food to extend their movement by one extra space, allowing for a maximum movement of 2 spaces. Players may use a port space to sail through when moving two spaces.

If ending movement on a PORT space:
Pay any necessary bribes and resolve Prospect cards.
THEN Gamble, buy and/or sell items at port (use reference card for prices).

If ending movement on a SAIL space:
Players target a Merchant ship card by placing their player token on a face-up Merchant ship and must then draw and resolve an Encounter card. After resolving the Encounter, they may attempt to plunder the targeted Merchant ship. If the Merchant ship is ignored, discard the Merchant ship card. After plundering, the player places their player token on the story card.

OTHER ACTIONS

Players may freely perform these actions before attempting a plunder, revealing an Encounter card, or after damage is applied: Repair, Trade, Load, Unload, and Move Crew from Sails to Deck or Deck to Sails.

OTHER ACTIONS

Replace any missing Prospect cards and read them aloud to everyone before placing. Replace any Ocean cards taken from the Ocean Tableau with cards from the current year Ocean deck.

AFTER ALL PLAYERS HAVE TAKEN THEIR TURN

Each player recovers their player token. Reveal a new Story card. If the Story card placed is from a new year, clear all Ocean cards from the Ocean Tableau and replace them with cards from the Ocean deck that matches the year on the Story card. Deal out three new merchant ships from the Ocean deck. Replace the Encounter deck with the deck for the new year. The Ocean and Encounter cards should always match the year on the Story card.

PLAYER BOARD LAYOUT

A- MANEUVERABILITY (Sailing Icon): the ship's flexibility in sailing. The highest number visible is the ship's current maneuverability. Place damage on the bottom spaces first. Players are not allowed to place crew tokens in these locations.

B- SAILS: Assign Crew to these locations to increase the Maneuverability number by one. Placing damage here eliminates any crew present. Discard a Fabric token to remove damage while at sea or pay to repair at the port.

C- CARGO SPACE: Players may place Crew, Supply, Food, Fabric, Gold, Cannon, or Damage tokens in these spaces. 12lb cannon (<black> counts as two cannon), and 6lb cannon <gray> counts as one. Stack 2 goods (supply, food, fabric), 10 gold (or 5 gold and one good), crew, or a cannon in one space. Players may only use a cannon if it is in a space that has a faint cannon icon. Ships with all hull spaces damaged will sink.

1- ITEMS AT HOME PORT
Players may drop off goods, gold, cannons, crew, and passengers at their home port. These items stay safe and immune to plundering. Players simply need to place the items on their player card to store them.

2-SKILLS
After collecting Encounter cards (such as Warships, Pirate Hunters, and Storms) and plundering ships, captains may increase one of their four skills: Ferocity, Leadership, Seamanship, or Tactics. To attain a skill at the first level, they must "spend" cards by moving them to the right of their player board. Captains must learn the lowest level before advancing to any higher level and will retain the abilities of all lower skills they previously learned.

3- PROSPECT CARDS (CLAIMED BUT NOT COMPLETED)
After claiming a prospect card, place it here. Once prospect has been completed, collect the reward and place the card face-down to the upper right of the player board.

4- PLUNDERED MERCHANT SHIPS & ENCOUNTERS
This collection indicates that the player currently possesses Spanish Animosity and English Animosity. Experience - Keep Merchant and Encounter cards here until there is enough to increase a skill. Then, transfer them over to slot 6.

5- FACE-DOWN CARDS
Place merchant ships that no longer contribute to animosity and were used to increase a skill face-down here. Also, place cards flipped over to track points, such as completed Prospects, Warships, Storms, and Pirate Hunters, count towards victory points.

6- PLUNDERED MERCHANT SHIPS
Keep face-up plundered Merchant ships that still contribute to animosity and have been used to increase a skill to the right of the player ship board.

SAIL TO PORT

BRIBERY

If players have any face-up ship cards (Animosity) from a country that controls a port where they wish to land, they must bribe officials from the country that controls that port! It will cost 1 gold (or its value in goods) per victory point of the ships from that country. Flip the ships from that country face down after bribing.

A pirate sails into a Spanish port. They have 2 plundered Spanish ships. One is worth 2 Victory points and the other is worth 3. The pirate must spend 5 gold to land at port. Flip the 2 plundered Spanish ships face-down after payment.

PORT ACTIONS (REFERENCE CARD)

GAMBLING

Once per turn at the port, players may wager (spend) up to 10 gold. Players must make wagers in even numbers. Roll the 8-sided die. 1: Lose all gold wagered, 2-3: recover $\frac{1}{2}$ the gold wagered, 4-5: recover the amount wagered 6-7: collect the wager and the equal value of the wager, 8: collect the wager and double the wager amount. *For example, if a player bets 4 gold and rolls an 8, they receive 8 gold and get back the 4 gold they bet.*

PURCHASING AND SELLING OF GOODS

Players may purchase items or sell them to the port. Players must spend gold from the ship, not the pirate's home port. The buy and sell cost is the same.
(See Appendix A for the key to items).
The cost to repair damage is 2 gold per damage token removed.
The price is the same for hull and sail damage.

TAKE A LOAN

Players may choose to take 10 gold at port. When they do so they must also take a loan token which will subtract victory points from them at the end of the game. There is a limit of 4 loans per game.

UPGRADING SHIP

In order to upgrade your ship, spend 8 gold and remove 1 Sail or Hull token to increase storage and sail capability. Damage, crew, and other items may not be placed on a Sail or Hull token.

PORT MARKERS

Placing port markers at port locations indicates special conditions. Actions taken on Story and Prospect cards result in markers being placed. Players replace any existing markers with new ones of the matching color. The reference card included in the game will inform players of how each marker functions.

Place the Goods price change and Plague markers in the darker left box. Place Country Flags and Pirate-Friendly port markers in the lighter-colored box to the right.

SAIL TO SAIL SPACE

ENCOUNTER CARDS

After targeting a Merchant ship, players MUST draw and resolve an Encounter card, after resolving the Encounter card they MAY resolve the targeted face-up Ocean card. Players that decide to not plunder the Merchant ship, discard the Merchant ship and end their turn.

ENCOUNTER CARD TYPES

CHOICE CARDS

This type of card provides one of the two options. Select either Option 1 or Option 2. In the example to the right, if the player selects Option 1, they will roll the 8-sided die and gain that much gold. If they pick Option 2, they keep the card and may use it to reduce damage and discard it.

The hand icon: Keep this card for later use.

After performing the action on this card immediately discard it.

STORMS, PIRATE HUNTERS & WARSHIPS

When facing a Warship, Pirate Hunter, or Storm (includes the Rogue Wave), players must roll an 8-sided die. The player's ship will take damage if the outcome of the adjusted die roll is 7 or less:

For Storms, compare the result to the sum of Maneuverability and Seamanship.
For Pirate Hunters, compare the result to the sum of Cannon and Ferocity.
For Warships, compare the result to the sum of Crew on deck and Leadership.
After resolving, keep Warships, Pirate Hunters, and Storms **face-down** to the left of the ship board to track experience that counts towards improving skills.
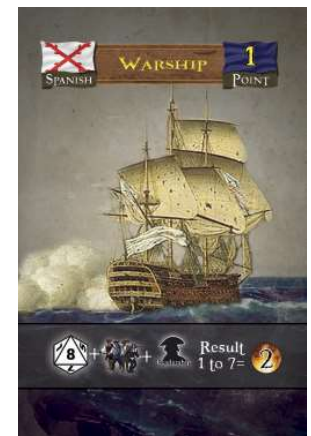
Example: A player with a Brigantine (2 Crew on the deck and Captain's Leadership of 1) encounters an English Warship (pictured to the right). The die roll result is 2 (the adjusted result is 5 [2+1+2]) which is less than 7). Place 2 damage tokens on the pirate ship. Use the damage track at the bottom of the game board to determine where to apply the damage.
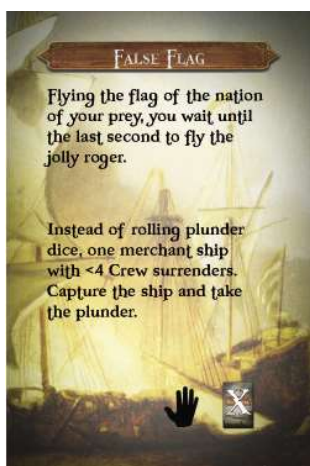
RUSE

This card may be saved and used one time to plunder a merchant as long as the requirements of the merchant ship are met.

MERCHANT PLOY

This will add crew, cannons, or maneuverability to the Merchant ship targeted.

EVENT

When drawn, follow the directions on the card.hip with no risk.
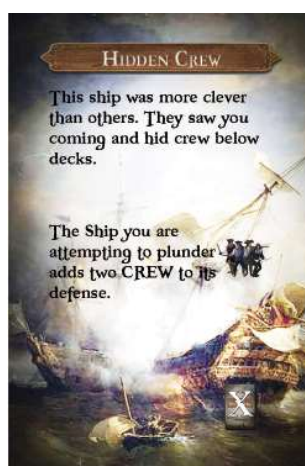
PLUNDERING

MERCHANT SHIPS

(Treasure, Large, Small, Cutter, Merchant, Slave ships)

Nationality Flags: Indicates the nationality of the vessel.

Points: Victory points awarded at the end of the game for plundering this ship.

Ship Defenses: The icons above the ship's name indicate the cannon, crew, and maneuverability of the ship.

Name Plaque: The name of the ship.

Plunder: Shows the rewards for plundering a ship (as pictured: 3 gold and 3 food).

STEP 1: The pirate player will determine the method of plunder: Cannon, Crew, or Maneuverability. The ships' defense will be the same as the method of attack: Cannon vs. Cannon, Crew (on deck only) vs. Crew, Maneuverability vs. Maneuverability. The number of plundering dice rolled is the sum of the number of the method of attack and the captain's Ferocity (ex. Cannon=3 + Ferocity=1 then 4 Plundering dice are rolled <capped at 6 dice>). In order to succeed, the pirate player needs to roll a number higher than the Ship's defensive number.

Players may only move the crew at the start of their turn (before revealing an Encounter card) or after assigning damage from an Encounter or Ship.

STEP 2: The pirate player will roll the RESPONSE DIE and the PLUNDERING DICE all at once. After rolling, count out the number of successes (pirate flags). If the number of successes exceeds the ship's method of defense, then the plunder will be successful. Determine if there was a loss of crew or damage in the attack from the Response die. The number of cannons on the Merchant ship determines the damage. The damage location gets assigned by rolling the 8-sided die and referring to the damage chart at the bottom of the game board. Ships with their crew reduced to 0 during the Plunder may succeed in the current plunder.

Players without any at the start of a plunder attempt crew may still plunder but only take either gold or goods. Players may not have crew on the sails if they do not have any crew on deck. The crew figures only represent crew that is available for plundering, not all the crew on the ship.

A ship with 0 Maneuverability may only move a maximum of 1 space per turn.

RESPONSE & PLUNDERING DIE RESULTS

The pirate ship takes one damage for every cannon on the defending ship.

The pirate ship loses one crew for every two cannon on the defending ship.

Two successes for the pirate rolling the dice.

One success for the pirate rolling the dice.

Miss. This has no effect.

APPLYING DAMAGE

A player receiving 3 damage would roll the 8-sided die. If the result were a 5 (image to the right), the player would take 2 Damage to the Hull and 1 Damage to the Sail.
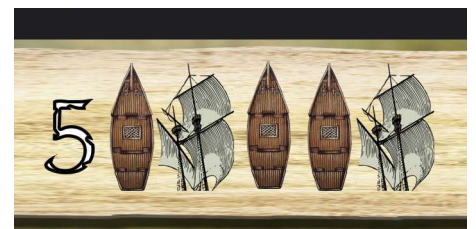
- The player decides where to place the tokens on the hull. Goods, Crew, and Cannon may have to be removed to place all damage tokens.
- When placing damage tokens to the sails, the player starts at the bottom. If no spaces are available on the sails, reduced to 0, apply the damage to the hull. Crew on any damaged spaces is discarded.
- Apply damage to the hull if the damage is beyond 5.
- If there is crew on a sail space that is damaged, the crew is eliminated. Damage to the sails that cover a numbered Maneuverability icon will reduce the ship's maneuverability. (For example, if a damage token covers the "2" on a Brigantine, the ship's maneuverability becomes 1.)
- Apply all damage before using any Supply or Fabric for repair. After applying the damage, Supply and Fabric from the recently plundered ship may remove damage tokens, even if there is initially no hull space to place them.
- If damage to the Crew is rolled and there is no crew, apply 1 damage to the hull for each crew that was to be removed.

SUCCESS

Place the Merchant ship face-up next to the left of the player board and collect plunder.

After resolving damage, place plundered goods in the cargo spaces (circles on the pirate ship). These represent the amount of gold, goods, crew, and cannon a ship may carry.

Observe the following limits:

A maximum of 1 crew or 1 cannon per cargo space circle. Stack Gold to a maximum value of 10 per circle. Players may stack Goods (Food, Fabric, Supply) to a maximum of 2 tokens in any combination. (e.g., 1 Fabric and 1 Food per circle). It is also possible to stack 5 gold and 1 good.

Passengers from Prospect or Story cards do not take up space.

A player may make room for plunder on their ship by discarding goods/crew/cannon if necessary.

FAILURE

The plunder attempt fails if the number of successes equals or is less than the defensive number. Discard the merchant ship.

PLUNDER EXAMPLE

The Sloop encounters a Spanish Merchant Ship and uses Maneuverability to plunder.
The pirate rolls 5 plundering dice (equal to its Maneuverability + Crew on the Sail + 1 Ferocity skill), and the Response die. The result is 5 successes, 1 greater than the Merchant ship's maneuverability, so the plunder succeeds.

Maneuver

The Sloop:

The Response die results in a crew loss because the merchant ship has 3 cannons (1 crew for every 2 cannons rounded down). Reduce the player's crew to 2. (If the crew in a plunder attempt falls below 1, complete this plunder as normal (future plunder attempts with no crew reduce the amount of plunder taken). Collect 3 Gold, 2 Supply

The player places the Spanish Merchant card face-up to the left of the player board, indicating that Spanishanimosity towards this player has increased.

If this is the result of the Response die, roll the 8-sided die and apply damage to the sails and hull based on the number of cannons on the Merchant ship. Since the merchant ship has 3 cannons, apply 3 damage.
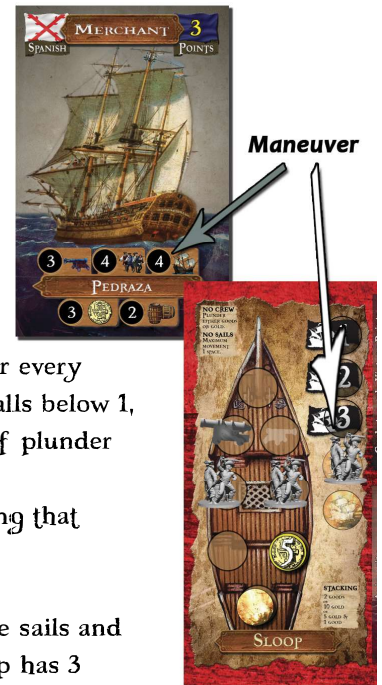
PLUNDERING ANOTHER PIRATE

OPTIONAL RULE THAT PLAYERS AGREE TO USE OR NOT USE AT THE START OF THE GAME

One pirate may plunder another if they are in the same Sail space. The attacking pirate does not select cards from the Ocean Tableau and otherwise follows the same procedure as plundering a merchant ship.

Rules exceptions:

Neither pirate may apply nor use their skills in the plunder (If plundering with crew, just use crew on deck, not leadership. Do not reduce damage or use any other ability associated with skills).

Do not roll the Fate. Apply one damage per cannon from the defending pirate automatically to the attacking pirate.

Either keep enough cannon on the ship to deter other pirates, or send plunder back to the home port often.

Players cannot plunder the Crew and Cannon. Players may not throw any of the plundered ship's goods or gold overboard.

After plundering another pirate, take no further action.

EXPERIENCE AND CAPTAIN'S SKILLS

Players may increase their skills by trading in experience. Skills learned at lower levels are retained as skills increase.

At any point in the game other than in the while dealing with a plunder or encounter card, a may exchange cards (plundered Ocean ships, Storms, Warships, and Pirate Hunter ships). In the standard game, players move 1 card from the left of their player board to the right and add a skill in the first row, 2 cards in the second row, and 3 cards in the third row.

Cards are moved to the right of the pirate ship card to show that they have been used to increase skills. If they are face-up and have a nationality flag on them, the card(s) are placed to the lower right of the player board. If they do not have a nationality flag or are face-down (Warships and Storms), they are placed face-down to the upper right of the pirate ship card.
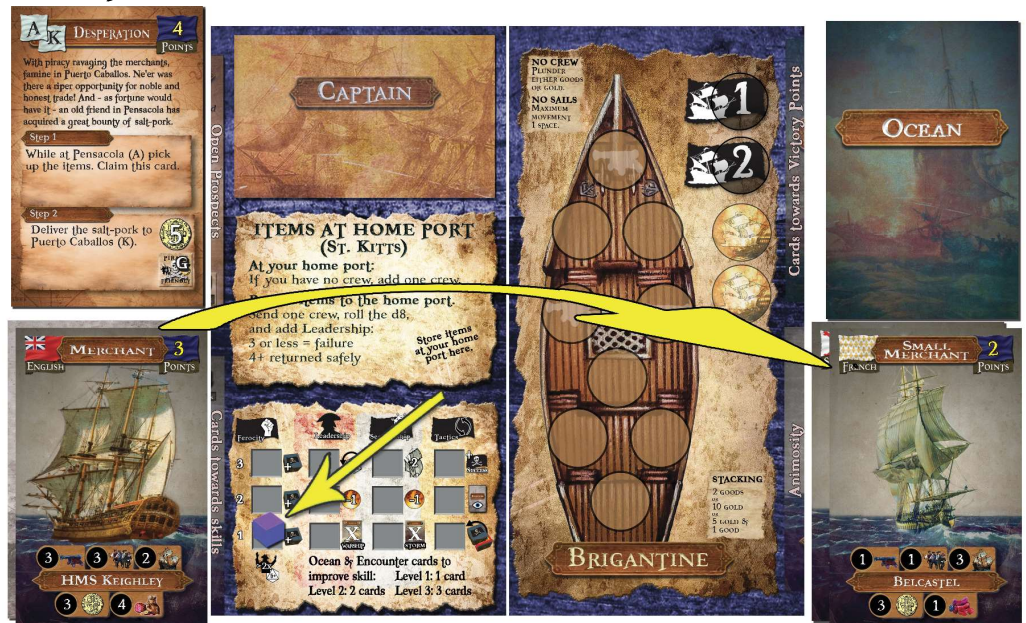
PROSPECT CARDS

The letter on the upper left of the card shows the location where the prospect begins (place a lighthouse meeple at this location). The second white flag shows where the prospect completes.
If a letter has an asterisk, it means that an action needs to be taken before going to the location.

Step 1 - Claiming a card: At any point during a player's turn, the first player to meet the requirements of step one may claim a prospect card.

- ☐ Place the card face-up to the upper left of the player board.
- ☐ Replace Claimed Prospect cards at the end of the player's turn.
- ☐ There are no actual item, package, or passenger tokens to deliver. Claiming the Prospect card is all that needs to be done (unless something like "take a cannon" is stated).
- ☐ There is no limit to the number of Prospect cards a player can claim.

Step 2 - Upon completing the mission, players collect any payment and place the Prospect card face-down to the upper right of their player card.

In this example, the player would gain 5 Victory Points, 5 gold, and place an Increase Food cost marker at Port Royal (J).

STORY CARDS

After each player has taken a turn, reveal a new Story card.

If the Story card text has a effect (such as Favorable Winds pictured to the right), it will last until another story card covers it.

Place the token pictured at the location of the letter on top of it (ex. The "H" with the Dutch flag means that the Dutch now control Caracas (H)). Place a Dutch flag token at Caracas.
Tokens that are placed on the board remain until either replaced with a different token or removed (Plague, Hurricane, Nationalities, Goods values).

Price increases for goods last until the end of the player's turn who sold those items at that port or are replaced by another token.

Benjamin Hornigold card
Place a +2 Supply token at Nassau. Place a Pirate Friendly token at Nassau.

OTHER ACTIONS

Damage & Repair at Sea
Players may repair a ship's hull by spending supply tokens (or Fabric tokens for sail damage). Remove 1 damage token per Supply or Fabric token spent. Players may remove multiple damage tokens from a ship in a single turn if there is enough Supply or Fabric. Players may also repair damage in port.

Players must assign all damage before removing it with Supply or Fabric.

Transferring Goods
During their turn, players at their home port may unload items to their home port space on their player board or add items from their home port to their ship. Additionally, they may add a crew if they have no crew.

Sending items to home port
While at sea, a player may send crew back to their home port with as many goods or gold as they wish to risk. Set aside one crew with the selected goods and gold. Roll an 8-sided die. Add the captain's current leadership to the die roll. If the result is 3 or less, the crew takes off with the goods, never to be seen again. Discard the crew and goods. If the roll is above 3, place the crew and tokens on the player board.
Players may transfer any crew, goods, or gold from the home port onto the ship in the future when the ship is at the home port.

Trading Items
If 2 pirate ships share the same space at any point during a player's turn, the players may trade agreed-upon items.
Players may also rearrange items on their ship (not damage tokens).

Replacing a Pirate Ship
A player may not have more than 1 ship. However, if their ship has sunk, they may begin with a new ship at the start of their turn. Remove all cannon, crew, and tokens from the previous ship. Choose a new ship (or keep the same type), and add the starting hull tokens, sail tokens, crew, cannon, and supplies. Keep prospect cards. Place at the player's home port.

END GAME

The game immediately ends once a "Fate" Story card is revealed.

Victory Points

Players earn points for items on their ship and at their home port.

Cash in all Food, Fabric, and Supply tokens for their value in gold.

+1VP every 5 Gold

+VP for the value of each ship plundered,

+VP earned through completed Prospect cards.

Most gold breaks ties.

ALTERNATIVES

Slightly longer game - Add one Story card to 1716 and 1717

SOLO PLAY

Rule Modifications:

Use the Solo / Epic side of the player boards.

To increase a skill, it costs 2 cards for level 1; 3 cards for level 2 ; and 4 cards for level 3.

Remove 3 story cards from 1716 and 1717, so there are 6 each year.

Flip an new story card after taking a second turn. Use the gray player token to track turns by placing it on the story card after your first turn.

Determine success by comparing your score to this chart.

150 Pts - Legend

130 Pts - Sea Dog

110 Pts - Common Thief

90 Pts - Landlubber

89 Pts or less- Lost in the annals of history.

EPIC PLAY (2-4 PLAYERS)

Rule Modifications:

Use the Solo / Epic side of the player boards.

Remove 1 story card from 1716 and 1717, so there are 8 each year (not counting the New Year cards).

To increase a skill, it costs 2 cards for level 1; 3 cards for level 2 ; and 4 cards for level 3.

EPIC SOLO PLAY

Use the Solo / Epic side of the player boards.

Remove 1 story card from 1716 and 1717, so there are 8 each year (not counting the New Year cards).

To learn a skill it costs 3 Ocean cards to learn a level 1 skill, 4 cards for level 2 and 5 cards for level 3.

ABOUT THE LEAD DESIGNER

Dan is a retired counselor with a lifelong interest in board, card, and role playing games. He loves tabletop games because of the interaction they provide, as well as their non-linear direction. DPH Games Inc was founded in 2013 and has produced a number of titles that use different mechanics to provide a variety of experiences. Look for Dan's funny hat at your next convention!

APPENDIX

Item Image	Description	Item Image	Description
	6 lb Cannon (Gray) 12 lb Cannon - counts as 2 6 lb cannon (Black).		Follow the Plague rules on the player's reference card. Discard the plague token if a player has no crew. If they have 2 plague tokens, roll once for each and place them on multiple crew if possible. Players may not use the crew with the plague token for plunder, to be thrown overboard, or to send back to the home port. Players do not pick up the plague token if they are in a port when the plague appears.
	Crew Crew on deck counts a crew towards plunder. Crew on the Sails add to a ship's maneuverability.		Players are not allowed to land at this port if they have Animosity towards this country. Bribery is not an option.
	Food Allows for a ship to move 2 spaces when discarded.		Players place these tokens to the left of the port space to indicate that the cost of the goods pictured has increased. Discard after selling this item at this port.
	Supply Players may discard supply to remove 1 damage from the hull.		This type of icon shows that the port at D is now English. Place an English port marker on the port to the right of the port space (matching color)
	Fabric Players may discard fabric to remove 1 damage from the sails.		Margaret Johnson is the daughter of the Governor of South Carolina. Pirates only find her valuable if they reveal the Robert Johnson Story card AND see the Treasure ship she is on in 1717.
	Gold Players may stack a maximum of 10 gold per space. 1 Victory point for every 5 gold.		Allows player to re-roll a 6-sided die.
	Players may keep this card in front of them to use its ability.		Add 1 success after a die roll for a plunder attempt.
	After using this card, discard.		Hull and Sail tokens. When "upgrading" your ship. Pay 8 gold at port and remove one of these tokens.