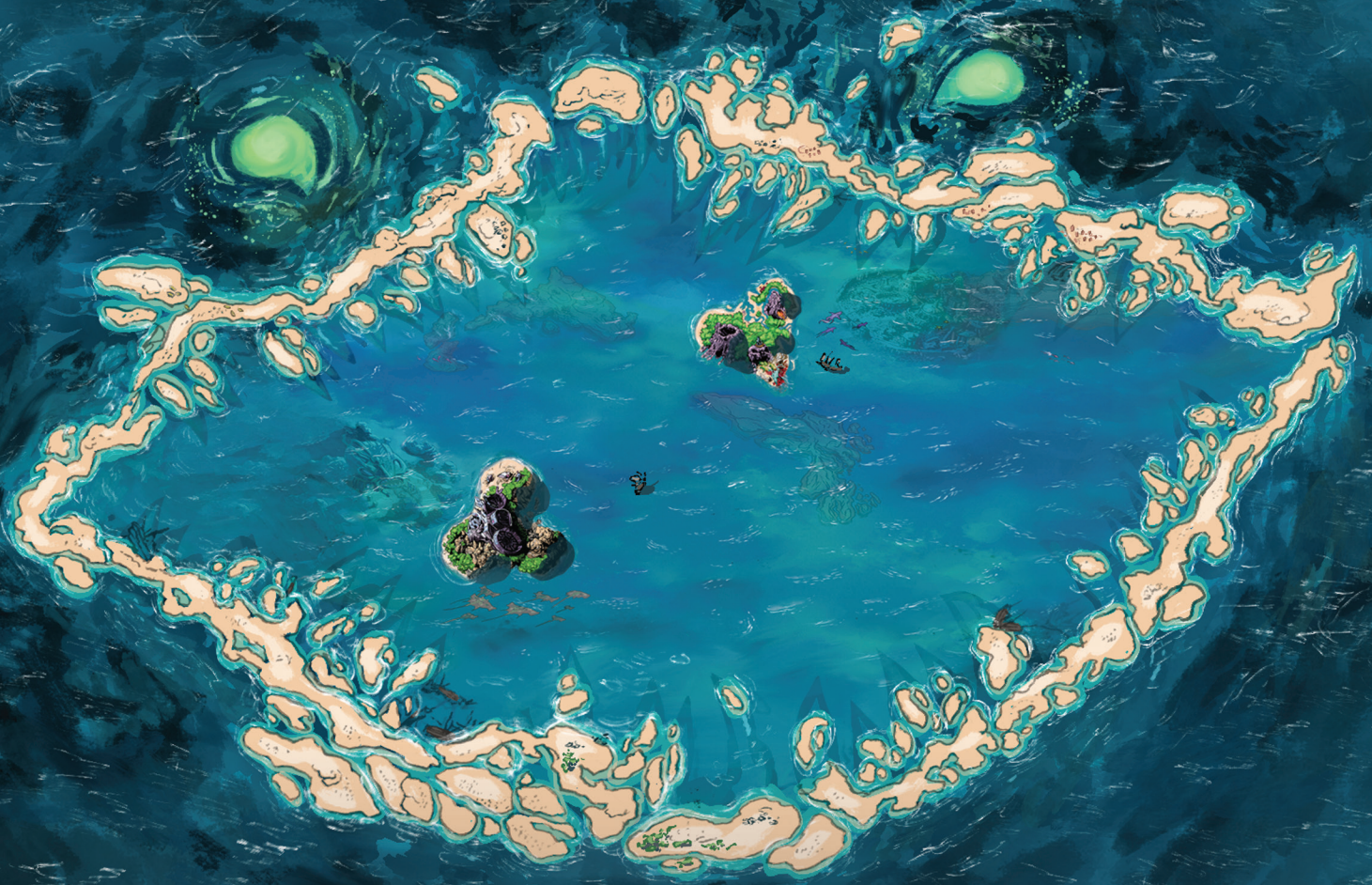# SAVAGE SEAS

'Tis a time of great discovery, when the first explorers dared the Tempest to find their fortunes in the new world.

Fantosian legend tells of a quiet place across the Velenosa Sea. The only sounds heard here are the groans of skeletal hulls slowly dissolving against the jagged shoals. This deadly ring o' oak and coral creates a perfect haven for those seeking refuge and reckoning. But only the truly desperate and dangerously vengeful dare sail into Velenosa's Maw...for something ancient slumbers below, and if she wakens, a debt will be paid.

'Tis here in the Maw that our story begins. Two ships enter... Only one shall leave. This be the first tale of these Savage Seas...

WELCOME

Savage Seas is a team-based skirmish game where two teams program their Orders and sail their ships into battle against each other. Each player on a team leads one (or more) specific crew(s) on their ships. The crews are the same on both ships, but each crew has a different job: one controls their ship's movement, one leads the firing of her cannons, one specializes in close combat and melee, and one gives special Orders. Working together as a team to program your ship's Orders is key because the last ship standing is the winner!

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GAME COMPONENTS

Orders Cards (x88)

There are 8 individual decks of 11 Orders cards each that make up the crews' Orders decks. Each ship receives the 4 Orders decks for their 4 crew members, as indicated by the colors and creatures on the card backs.

Back of Cockatrice ship's orders cards.

Back of Chimera ship's orders cards.

Sea Tiles (x9)

The game is played on a board made up of tiles that create the Sea. Each Sea tile is divided into 7 hexagonal areas (hexes).
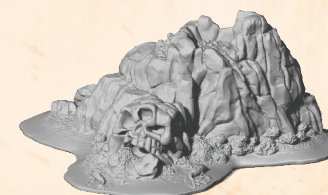
Islands (x2)

Resting on top of some sea tiles are Islands. The islands are made up of 3 hexes and are impassable.

Quick Reference Cards (x8)

Players may use these as reference for the symbols and nautical directions used in the game.

Ships (x2)

There are two different ships in Savage Seas: the Chimera (orange) and the Cockatrice (yellow). Each team's position on the board is represented by their ship's miniature.

Cockatrice ship.   *Chimera ship.*

Ships Boards (x2)

The Ship Boards are where the crews place their Orders. The 4 positions are used by the crews to give Orders to the ship.

Timer (x1)

The timer keeps the game moving so one ship is never waiting longer than 60 seconds for the other ship to place its Orders.

Wound Cards (x32)

Each crew has its own set of Wound cards, divided by color.

Fire Cards (x7)

Fire cards are used to track fires on the ships' board. One side displays a larger, Strong fire, with its reverse displaying a smaller, Weak fire.

D8 (x1)

The die is rolled to indicate the position on a deck that takes damage during an attack.

SETUP

To get started, divide your group into two teams of 2-4 players each. Teams then sit across the table from each other.

Ships

Islands

Sea Tiles

Ship Board

- Build the Sea by connecting the 9 blue Sea tiles in the pattern shown. (The orientation or placement of a particular piece of artwork on the tiles does not matter.)
- Place the Islands on the Sea tiles in the spaces indicated on the diagram.
- Place the Ships on their starting hexes, as indicated on the diagram. When placing Ships, teams may orient the Ship in any direction.
- Place a Ship Board in front of each team.
- Stack the Wound cards, separated by crews' colors, within reach of all players.

- Take your Ship's Orders decks. Randomly, or by letting players choose, give one Orders deck to each player. This represents the crew this player will take on throughout the game. (See page 6 for more information on what each crew does.)

> If playing with fewer than 4 players per team, assign multiple Orders decks to one player, depending on the number of players on your team. All Orders decks must be assigned; choose your Captain wisely!

- Each player removes the Reload or Fight Fire Order from their Orders deck.
- Then, each player shuffles their Orders deck and draws four Orders cards. These are your Active Orders. Set the remaining Orders cards face down in front of you as your reserve. Finally, add the Reload or Fight Fire Order to your hand, for a total of five Orders cards in hand.
- Place the Fire cards, timer, and die to one side of the board within reach of both teams
- Distribute a Quick Reference card to each player.

Reload or Fight Fire Orders
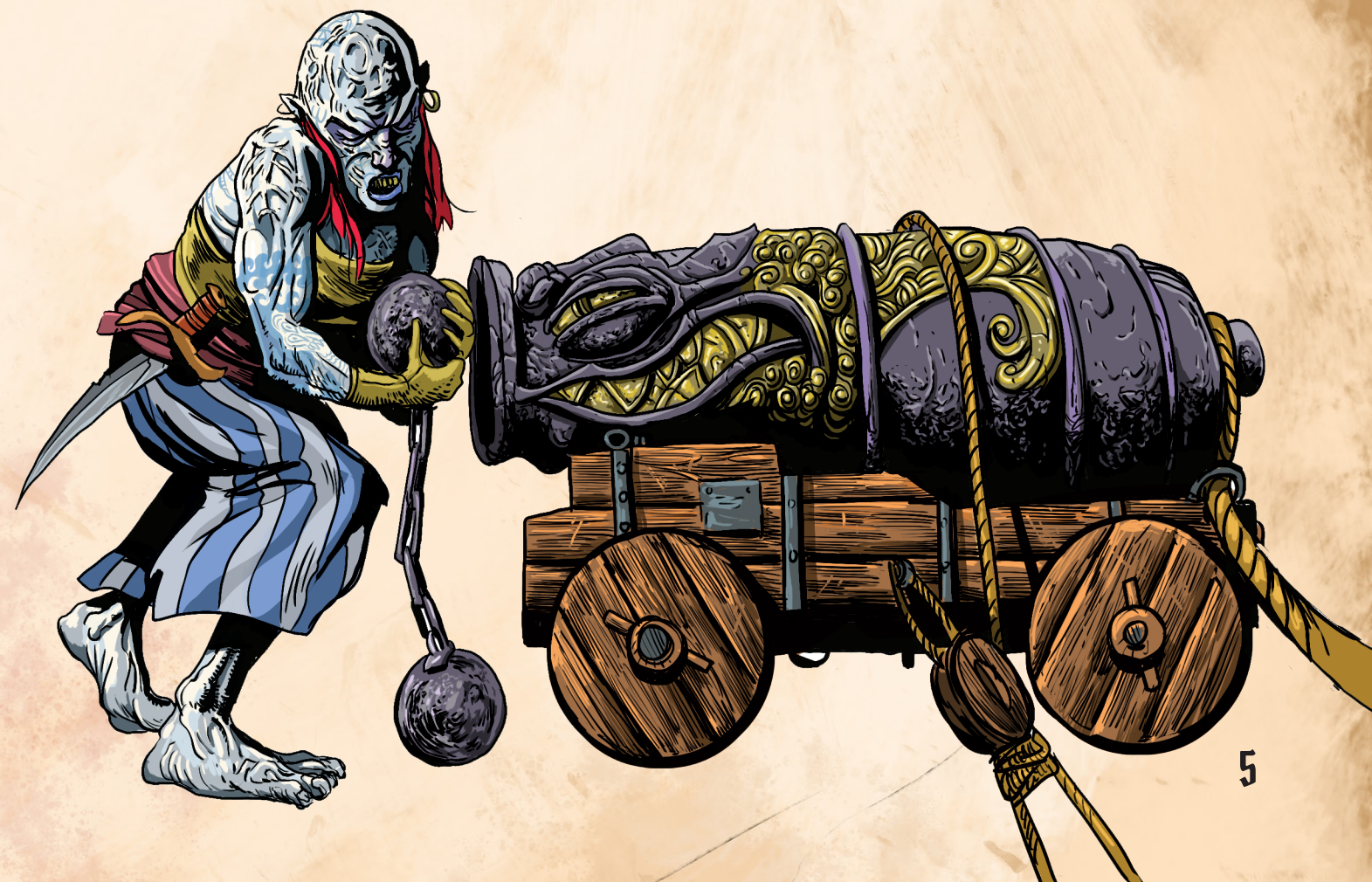
GAME OVERVIEW

During each round, your team will use Orders cards to program your ship and crews to carry out movements, attacks, and other seafaring duties.

Each crew is identified by the icons in the top left corner of each Orders card and the text background color.

Sailmaster Crew
The Sailmaster crew's main responsibility is to move their ship around the sea in Order to get into position and attack the enemy ship.

Gunner Crew
The Gunner crew is focused on dealing out damage to the enemy's ship and to its crew.

Marines Crew
The Marines are a crew specializing in close range combat and melee attacks against the enemy ship's crews.

Captain's Crew
The Captain's crew controls a variety of useful Orders such as: healing wounds, removing fire, and canceling an enemy crew's Order.

Using the Active Orders in your crews' hands, you will work as a team to program a strategy for your ship at the beginning of each round. The Captain of your ship then executes that strategy by placing **up to one Order from each crew** face down onto one of the four positions on the ship's board.

Empty Ship board.

Ship board with orders placed faced down on all four positions.

Your ship's Orders are then revealed and resolved one at a time, in sequence from left to right, starting with position 1 and finishing with position 4.

Ship board with four Orders cards revealed.

However, the other team's ship will be revealing and resolving their Orders at the same time, so you will need to outwit and outmaneuver your enemy!

VICTORY

To claim victory, your team's ship must sink the enemy's ship by igniting all 4 of its board positions with fires or by filling any one of its crews' hands with 4 wounds.

Ship Board with fires in all four positions.

Gunner crew's hand with four wounds.

GAMEPLAY

Now we're ready to play! **Each round is made up of two phases:**

1 **PLANNING PHASE:** Team collaboration time!
   a. Choose Orders cards from your team's Active Orders.
   b. The Captain places the Orders cards on the ship's board in sequence.
   c. Proceed to Action Phase.

2 **ACTION PHASE:** What dastardly deeds will be dealt?
   a. The Captains reveal the first Orders cards.
   b. Determine Order initiative.
   c. Resolve Orders cards based on initiative.
   d. Repeat for each ship's board position.
   e. Clean the boards!

THE PLANNING PHASE

It is vital for your ship's crews to communicate with each other during this phase. Failure to do so will result in a quick defeat. Each crew has a unique set of Orders cards that may aide and complement the Orders cards of their ship's other crews. So, inter-team communication and comparison of Active Orders in hand is highly recommended.

As quickly and quietly as possible, speak to the other crews on your ship to devise a strategy using the Active Orders in each crew's hand. The five Active Orders cards in each crew's hand represent the actions available to your ship during this round. Inspect the game board to determine the enemy ship's position and decide, as a team, what your next actions should be.

a. Choose the Orders: Each player selects up to one Active Order card and gives it to their ship's Captain. Players may choose not to give an Orders card during the round.

b. Captain Places the Orders on the Ship's Board: The Captain places the Orders face down on your ship's board, arranged in the sequence in which they are to be revealed and resolved. Captains may only place one Orders card per position on the Ship Board. Positions may also be left empty. During the Action Phase, your ship's Orders will be carried out in the sequence noted on the ship's board, beginning with the 1st, leftmost position.

> **Captains are free to rearrange their Orders as much as needed during this phase. However, after proceeding to the Action Phase, all Orders must stay where placed.**

c. Proceed to Action Phase: As soon as both ships have finished planning, proceed to the Action Phase.

TIME LIMIT

This is a high seas battle game! To keep the pressure on, as soon as one of the ships has placed all of their Orders on their ship's board, its Captain may flip over the timer to start the clock. The enemy ship's Captain must then place all Orders cards on their ship board before the last grain of sand falls (60 seconds).

But what if time runs out?

Any Orders cards placed after time runs out do not count and must be returned to its crew's hand. If no Orders are placed in time, no Orders may be given!

> **FEELING CONFIDENT?**
> **Time the entire planning phase. Both teams have only 60 seconds to plan and place their Orders!**

THE ACTION PHASE

During the action phase, Captains will resolve the Orders cards that were placed on the ship board during the Planning Phase. Starting with the 1st, leftmost position, Orders cards from both ships are revealed simultaneously. Before moving on to the next position on the ship board, each revealed Order must be resolved.

To determine which ship's Order is resolved first, each Captain calls out their Order's **Initiative Number**. The Order's Initiative Number is the encircled number found to the right-hand side of the card..) The higher number gains initiative for the entire round and is resolved first. If there is a tie, both Captains roll a die, rerolling ties. High roll gains initiative and plays first.

When resolving the Orders card, the title of the Order should be read out by the ship's Captain, followed by the instruction on the card.Then, the crew who chose the Orders card carries out the instructions accordingly.

Initiative number.

Blunderbuss
2 ⬡
If enemy ship is in range, roll ◆.
If position rolled is manned
they receive **2** 🛡.

It is important to always read the Order aloud so that everyone at the table knows what is happening, as well as to give the other team the chance to "Scupper That" if they can and want to do so!

After the Orders in the 1st position have been revealed and resolved by both ships, proceed to revealing and resolving the Orders in the 2nd position, and so on, until all Orders through the 4th position have been revealed and resolved.

As you proceed, remember that every position may not have an Orders card. Positions may also be skipped. If a ship chooses not to give an Order from a position (or multiple positions), simply reveal and resolve the Orders in that position from the other ship. At times, a team may be forced to skip an Orders card because it is impossible to perform the action on it.

Revealed and resolved Orders, along with any damage inflicted, remain on the ships' decks until the Action Phase is concluded.

a. Reveal Orders: When the Action Phase begins, both ships' Captains reveal the Order on the 1st position of their ship's board.

b. Determine Initiative: The Order's Initiative Number is called out.

c. Resolve Orders: The Order with the highest initiative is carried out by the Crew that gave it. After the Order with the highest initiative is resolved, the Orders card on the 1st position of the other ship is carried out.

d. Repeat: This sequence of Order revelation and resolution is repeated for each board position until all placed Orders have been revealed and resolved.

But what if the other team is taking too long to resolve their Orders?

There is no set time limit on resolving Orders, but if the actions seem to be dragging on due to a team's analysis paralysis (should we move first, or turn first?), the opposing team may announce that they are enacting an Action Timer.

Whenever this happens, the other team must finish resolving the Order before the timer runs out. If the action is not completed in time, the crew that gave the Order receives one wound. (See the "Wound Damage" section of the Master Battle Guide.)

CLEAR THE BOARDS

After all Orders cards are revealed and resolved, the Action Phase concludes with the clearing of the boards. All players discard their played Orders card face up into their discard pile. If a player received a Wound, take a Wound card of their crew color into their hand. If a player played a "Reload or Fight Fire" Order, immediately return it to their hand. Finally, all players refill their hands up to five cards. Reload or Fight Fire and Wound cards count against your hand limit of five. You cannot draw five cards and then discard down to your hand limit.

> **There should be no future planning taking place by either team until the boards are cleared!**

As soon as the boards are cleared, a new round begins with the next Planning Phase.

ENDING THE GAME

The game ends as soon as every position on a ship's board is consumed by fire –OR– when any one crew on either ship has four Wound cards in hand. If both ships meet an endgame condition simultaneously, there is no victor: both ships sink to the bottom of Venelosa's Maw.

Ship Board with fires in all four positions.

Gunner crew's hand with four wounds.