



# SAVAGE SEAS

MASTER BATTLE GUIDE

READ THIS AFTER THE RULEBOOK



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## ORDERS

Orders cards direct the ships and/or their crews to perform actions such as moving, turning, attacking, healing, etc. **Active Orders** are drawn into the crews' hands from their Orders deck. **Resolved Orders** are placed face up in individual discard piles for each crew, except the "Reload or Fight Fire" Order, which is always returned to its crew's hand. As soon as a crew's Orders deck is exhausted, their discarded Orders are reshuffled to form a new deck.



Sailmaster crew's orders cards



Gunner crew's orders cards



Marine crew's orders cards



Captain's crew's orders cards



Back of Cockatrice ship's orders cards.



Back of Chimera ship's orders cards.

## NAUTICAL DIRECTIONS

To help prevent directional confusion between crews, their Orders, and their ships, the game refers to the different sides of the ships using nautical terms:

- BOW:** The front of the ship.
- STARBOARD:** The right side of the ship when it is facing away from you.
- PORT:** The left side of the ship when it is facing away from you.
- STERN:** The rear of the ship.

## SHIP PLACEMENT

Ships must always be placed within the confines of a single hex. They may not straddle multiple hexes at a time or be misaligned in the hex. (However, extremely close quarters between the two ships may necessitate slight misalignments, as it would in the case of an actual sea battle!)



It is a good idea for teams to familiarize themselves with each of their crews' Orders before setting up and beginning a game for the first time.



# SHIP MOVEMENT

The movement of the ships are carried out using two different measurement terms: **Degrees** and **Knots**.



**DEGREE:** Rotation of the ship.



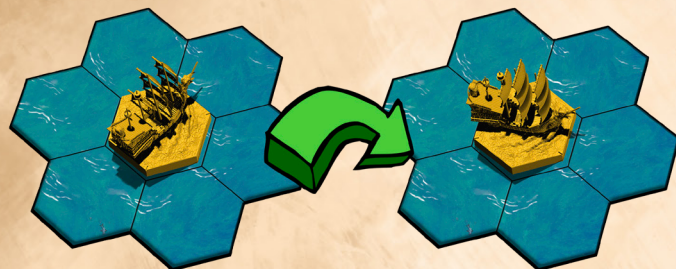
**KNOT:** Movement of the ship.


This combination of symbols can most often be found on the Sailmaster crew's Orders. However, the Knots symbol is also used as a measurement of range on some attacking Orders.



## DEGREE

This is the amount that a ship rotates its base using the hex beneath it as a scale of measurement. To turn 1 degree, using the bow (front) of the ship as the starting point, rotate the base 1 click in either direction so that the base still fits properly within the hex. The ship should now be facing a different direction.

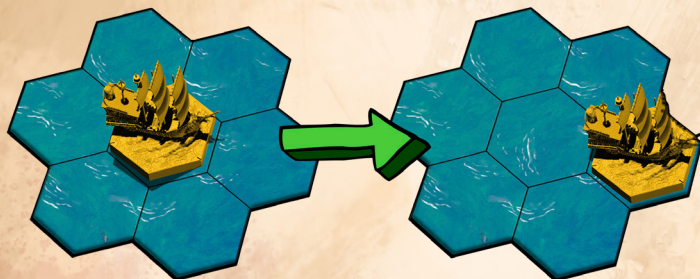



In this example the ship turns 1  Starboard (Right).

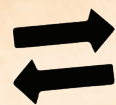


## KNOT

**Ships may only travel forward.** The distance a ship travels is measured with the hexes on the sea and the base of the moving ship. Knots are the distance a ship travels. To travel 1 knot, using the bow (front) of the ship and the ship's current hex as the starting point, move the ship forward 1 hex.







4 In this example the ship travels 1 .





## EITHER

When an Order shows this symbol, it means that either option may be performed first, but both actions must still be performed.

For example, the Sailmaster crew gives a "Boom About" Order. They can choose to turn their ship 1 , then move 2 , or they can choose to move the ship 2 , then turn 1 .



Players cannot make a partial movement from one action, perform the other action, and then finish their first movement.

For example, you cannot move your ship 1 , then turn 1 , and then move the remaining knot.

Players must take the full, exact movement amount listed on the Order. **Partial movements are not allowed.**

# ATTACKING

An attacking action is carried out using two different concepts: **Attack Range** and **Damage Types**.



**ATTACK RANGE:** Maximum distance of the attack.



**FLESH WOUND DAMAGE:** Damage taken by a crew.



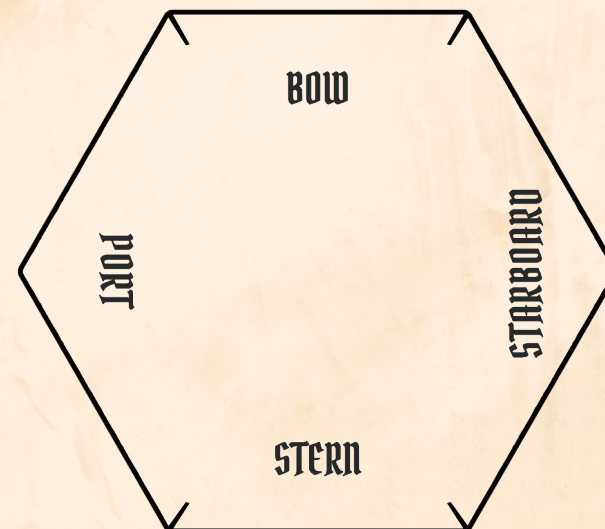
**FIRE DAMAGE:** Damage taken by a ship.



## ATTACK RANGE

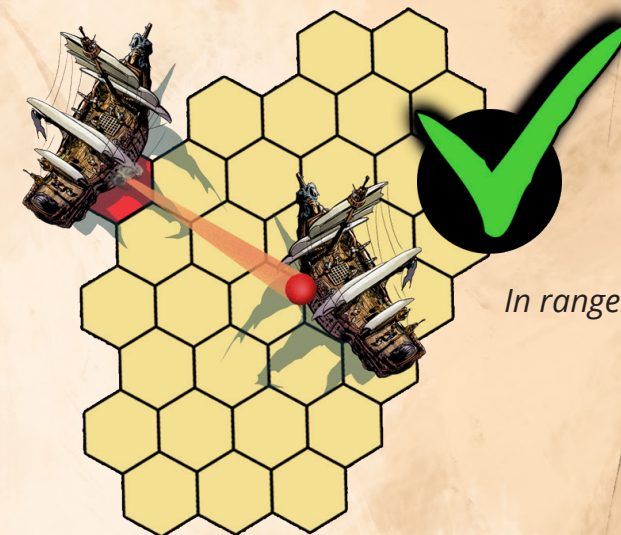
To successfully hit the enemy's ship, it needs to be within the amount of hexes indicated on the Order. Some attack Orders require the enemy ship to be within that range on a specific side of your ship. Others may simply need to be within a set amount of hexes from any side.

Attack Orders requiring ranges from a specific side of your ship use nautical directions to communicate the side from which you will be firing.

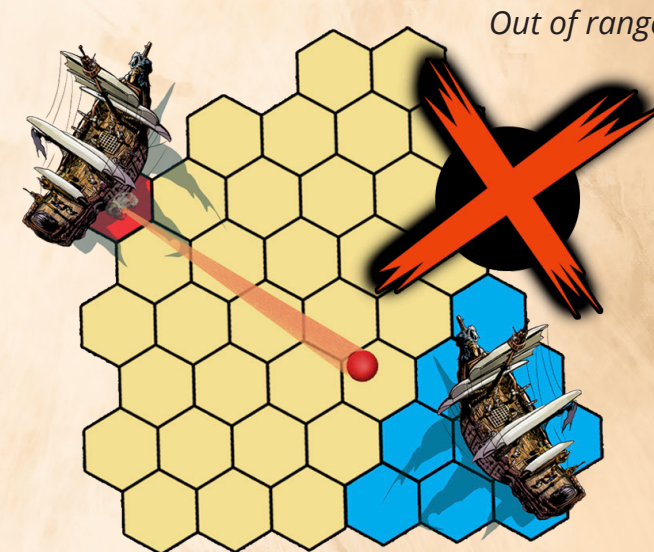


To help determine the starting area of the range of the ship, look at its base. The Bow (front) and Stern (back) corners of the bases have notches marked on them. These notches, together with the range indicated on the Order, will determine if the attack will hit the other team's ship.


Count the number of hexes indicated on the Order from the edge of your ship's base, within the span of the notches for the specified nautical direction. **If the target ship is not in the highlighted area on the Order, or if there is something blocking it, the ship is not in range!**



In range.



Out of range.

For example, this "Starboard Cannons" Order shows how to determine if you are within range for a starboard cannon attack with a range of 5 . The enemy's ship must be resting on one of the hexes shown on the Order, on the starboard side of your ship.





# DAMAGE

Attacks can cause Wounds to crew members, Fire damage to the ship, and sometimes both (or even multiples of both!). Two types of cards represent the damage received:



**FLESH WOUND DAMAGE:** These cards are taken into the crews' hands.



Each crew has its own set of Wound cards. This helps players who are playing as multiple crews identify and track which of their crews are damaged, and how severely.



**FIRE DAMAGE:** These cards remain in position on the ship's board.



## FLESH WOUND DAMAGE

When an Attack Order is played on a viable enemy ship, oftentimes a die is rolled to determine which positions on the enemy's ship board receive the damage. The attacking crew rolls the die.

When this happens, the crew currently manning that position on the deck receives a Wound. The ship's Captain places a Wound card of that crew's color onto the position of the Orders card on the ship board.



(If the Order has not been revealed yet, the Captain may peek at the Orders to see which crew receives the wound.) Receiving a wound does not cancel an unresolved Order; it may still be carried out as normal. However, the Wound must be taken into the crew's hand when the ships' boards are cleared at the end of the round.

"Boarding Pikes" is an Attack Order that causes a wound. Wounds are also received when a ship is hit with fire damage. (See the "Fire Damage" section.)



This wound now takes up a space in the crew's hand, reducing the amount of their Active Orders by one.



This example shows 1 Wound in the Marine crew's hand.

If the crew's hand is already at 5, the player must discard one Active Order, randomly selected by the other team when the boards are cleared. (Remember to remove the "Reload or Fight Fire" Order and any other Wounds before the selection.)

## BUT WHAT IF...?!

- ...the position rolled is not manned/does not have an Order on it? This means the attack was a miss and no crew receives a Wound.
- ...the Order states that a specific crew receives the wound? In this case, the wound must be taken directly into that crew's hand, not placed on the ship's board.
- ...I was hit with a wound while I was using my "Reload or Fight Fire" Order? Do I have to discard an Order from my hand and replace it with a Wound when the boards are cleared? Yes, you do. You must always take your "Reload or Fight Fire" Order back into your hand when the boards are cleared, but you can only have a total hand limit of 5...so one Order must go! Let the other team randomly pick one of your other Orders to discard. (You may never discard your "Reload or Fight Fire" Order.)
- ...I gave an Order other than "Reload or Fight Fire"? Do I have to discard an Order if I receive a Wound? No, you do not. (However, you will NOT draw a new Order from your Orders deck after the boards are cleared and the wound is taken into your hand.)
- ...I was hit with more than one Wound? How do I know how many Orders I need to discard? After the boards are cleared, you must have a hand limit of no more than 5, including all Wounds. If you have more than that, you must allow the other team to randomly select one of your Active Orders to discard (but NOT "Reload or Fight Fire").

## REMOVING A WOUND

Wounds can be removed with the "Ship Surgeon" and "Witch Doctor" Orders.



To resolve these Orders during the Action Phase, the ship's Captain declares which crew removes a Wound from their hand. The designated crew immediately removes a Wound from their hand and returns it to the proper Wound pile.



**Remember...** you may only refill your hand when the boards are cleared. This means you cannot immediately take a card in your hand when your Wound is healed.



## FIRE DAMAGE

When a ship is within range of an Order that gives Fire Damage, the attacking crew rolls the die. The number rolled corresponds to the position on the enemy ship's board that receives the damage; that position on the ship board is now on fire. The ship's Captain places a Fire card on its Strong Fire side onto the rolled board position.

**Note:** the ship cannot give any current or future Orders from this board position until the Strong Fire is either removed or weakened.



Additionally, if there is an Order currently on that position that is unresolved, **the Order is canceled.** Any crew manning the position (whether the Orders has been resolved or not) receives one Wound. (See the "Wound Damage" section.)

## BUT WHAT IF...?!

- ...the Order in the position that gets hit has already been resolved? Fire damage does not have time travel capabilities to stop Orders after they have already been completed.





## BUT WHAT IF...?!

- ...board position 4 contains a Strong Fire and is struck again? Which position receives the fire and the Wound? In this case, the fire will spread to board position 1, giving it a Strong Fire. If position 1 also has a Strong Fire, then the fire will spread to position 2, and so on.
- ...there is an Order on a position containing a Weak Fire that is hit again; does that crew receive a Wound and is that Order canceled by the increase back to a Strong Fire? Yes, the crew that is manning that position will receive a Wound as normal, and the Order is canceled, if it hasn't been resolved yet.

### FIGHTING A FIRE

When a ship's board position is first hit with fire damage, the fire is at full strength. No Orders can be given from that position until the fire is weakened. To do this (and to help prevent the fire from spreading), a crew on your ship can choose to use their "Reload OR Fight Fire" Order on a Strong Fire. When this Order is resolved, it reduces the strong fire to a Weak Fire. Flip over the Fire card.



Only the "Reload OR Fight Fire" Order may be placed on a ship's board position containing a Strong Fire during the Planning Phase. When this Order is resolved during the Action Phase, the Strong Fire is flipped over to its Weak Fire side. The ship may play other Orders from this position again, beginning with the Planning Phase of the next round.

### SPREADING FIRE

If a position on a ship's board contains a Strong Fire that is then hit with another fire, the Strong Fire spreads to the next position to the right, giving that position a Strong Fire (and a Wound, if manned by a crew). However, if a position containing a Weak Fire is struck, then the fire stays in place, but is increased to a Strong Fire by flipping the fire over to its Strong side.

Fire Damage Scenario	Strong Fire	Flips to Strong Fire	Fire Spreads	Wound is Taken	Cancels Order
Fire hits a unmanned poition with No Fire.	X				
Fire hits a unmanned poition with a Weak Fire.		X			
Fire hits a unmanned poition with a Strong Fire.			X		*
Fire hits a manned poition with No Fire (order has already been carried out).	X			X	
Fire hits a manned poition with No Fire (order has NOT been carried out).	X			X	X
Fire hits a manned poition with a Weak Fire (order has already been carried out).		X		X	
Fire hits a manned poition with a Weak Fire (order has NOT been carried out).		X		X	X
Fire hits a manned poition with Strong Fire (order has already been carried out).			X	X	
Fire hits a manned poition with no fire (order has NOT been carried out).			X	X	X

\*If it spreads to a manned position and the Order has not already been resolved, that Order is canceled.

**BE SURE TO...** leave the "Reload or Fight Fire" Order on the position until the round is over. If that position is struck with a fire again during the round, the fire increases to a Strong Fire and the crew in that position receive a Wound!

## BUT WHAT IF...?!

- ...I play my "Reload or Fight Fire" Order on a weak fire; does it remove the fire? No, it does not. A fire may only be fought if it is a strong fire. Complete removal of fire damage requires a different Order. (See the "Removing a Fire" section.)
- ...I want to reload AND fight the fire when I give this Order? You cannot. A Reload may only be given on a position with a Weak Fire or without any fire. (See the "Reload Order" section.)
- ...I gave my "Reload or Fight Fire" Order on a space without a fire because I planned to reload, but now another position on the deck has been hit with a Strong Fire; can I use that Order to fight the fire instead? No, you cannot. To fight a fire, the "Reload or Fight Fire" Order must be intentionally placed on a Strong Fire during the Planning Phase. If not on a Strong Fire, it must be used for its reload action.

### REMOVING A FIRE

A fire of either strength can be completely removed from a ship's board position with the "Shipwright" or "Ship's Husband" Orders.



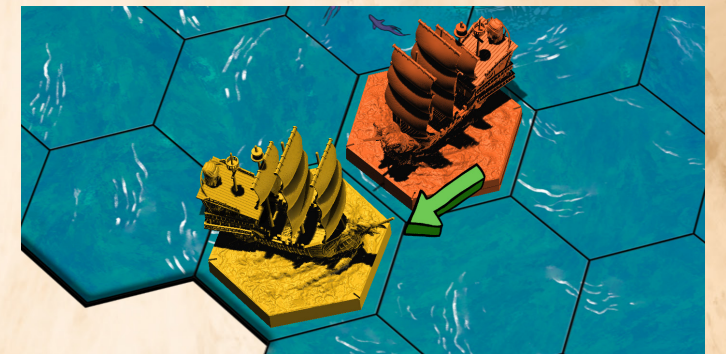
To resolve these Orders during the Action Phase, the ship's Captain declares which fire must be removed. The fire is removed from the ship's board position and returned to the fire pile.

### COLLISION DAMAGE

If resolving an Order will cause the ship to enter the hex of another ship, both ships take fire damage. (See the "Fire Damage" section.) The damage dealt is equal to the number of hexes moved, including the space of the collision. Collision damage is resolved simultaneously. Roll a die for each hit to determine the ship board positions that catch fire.



**Note:** The moving ship does not move onto the hex of the other ship; it stops on the hex adjacent to it.



For example, if your Order stated that your ship must move 3 spaces, but you would enter the enemy ship's hex after moving 2, your ship stops on the hex adjacent to the enemy ship, and both ships must take 3 fire damage (unless the Order states otherwise).

## SEA'S EDGE

The Sea is the play area made up of the blue sea tiles. The Sea's Edge is the area beyond the sea. This area is considered to be the high, jagged ring of coral surrounding the Maw. If a ship would ever cross into it, the ship takes fire damage equal to the number of hexes moved, including the invisible hex of the sea's edge. The ship then stops on the hex directly next to the edge. (The moving ship does not move off of the board; it stops on the last hex it was able to move onto.) Additionally, the sea's edge may also block damage, just as an island does. (See the "Island Cover" Section.)



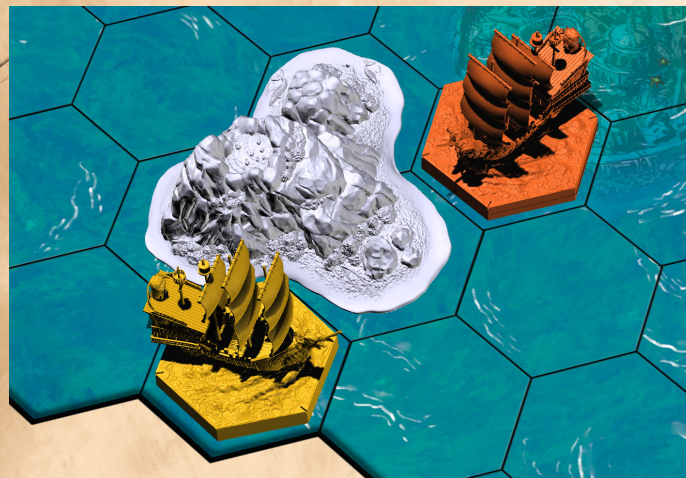
# ISLANDS

## ISLAND COLLISIONS

Islands are large land masses that take up hexes on the board. They are easy to avoid, but if a Captain misjudges a movement, and a ship collides with an island, the ship takes Fire Damage equal to the number of hexes moved, including the island hex. (The moving ship does not move onto an island; it stops on the hex adjacent to it.)

## ISLAND COVER

If a ship is within range of an attack, but occupies a hex that is completely blocked by an island, the island prevents the ship from being hit. This can give a crew a little breathing room to perform some needed firefighting or first aid.



## ISLAND ADJACENT

There are a few Orders that specify that a ship must be Island Adjacent. This means that the ship affected by the Order must be on a hex that is directly next to an island.



Island adjacent.

Not island adjacent.

# THE RELOAD ORDER

Crews may find that their Active Orders in hand are not ideal for their ship's current situation. At this point, the best option may be to give a "Reload" Order.



To reload, the Order must be placed on a position without a fire, or on one with a Weak Fire. If it is placed on a Strong Fire, it must be used to fight that fire.

When a "Reload" Order is resolved during the Action Phase, its crew may discard any quantity of Active Orders in hand. Then, at the end of the Action Phase when the boards are cleared, they will draw back up to their hand limit of 5 from their crew's Orders deck as normal (taking into account any Wounds either held or received).

**Remember:** the "Reload or Fight Fire" Order is not part of the crew's Orders deck. Once it has been used, it is simply returned to its crew's hand.

## BUT WHAT IF...?!

- ...I have Wounds taking up spots in my hand? Can I discard those with a "Reload" Order? No, you cannot. Nice try!
- ...I want to steal a "Reload or Fight Fire" Order from an enemy crew using the "No Prey, No Pay" Order? You cannot do this. Before you randomly select an Order to steal, they must remove their "Reload or Fight Fire" Order from the selection.

# THE GOLDEN RULE

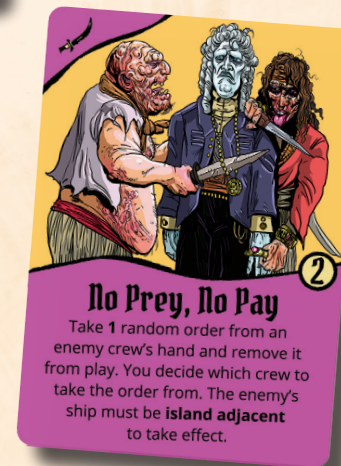
If the text on any card contradicts anything stated in this rulebook, the card takes precedence.

# CLARIFICATIONS



## BUCCANEER

If no Orders are on the enemy ship's board, no wounds are given.



## NO PREY, NO PAY

The stolen Order is removed from the game and cannot come back into play.



## SCUPPER THAT

This unique Order is found in the Captain's Orders deck. It is (currently) the only Order that can be given directly out of the Captain's hand instead of requiring placement on the ship's board first. It is to be played as a reactionary Order, to cancel an enemy's Order immediately after it has been revealed. (The most recent Order played before "scuppering" is the one that is canceled, so don't delay: you snooze, you lose!) Additionally, your ship's captain can "scupper" a "scupper"!

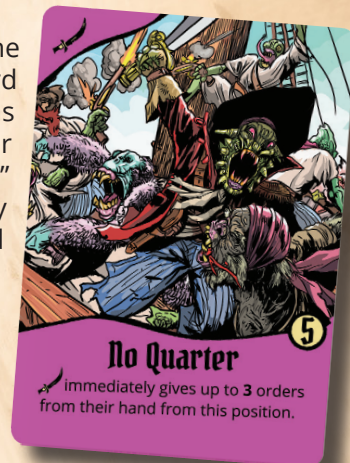
## BUT WHAT IF...?!

- ...the Captain has already given an Order on the ship's board during this round? Can the Captain play a second Order by also using "Scupper That"? Yes; "Scupper That" does not take up a position on the ship's board, so the Captain can use both options.



## LEND A HAND

This Order cannot be used to repeat a "Reload or Fight Fire" Order. Additionally, if the Order in the previous position was canceled for any reason (hit by fire, scuppered, etc), it cannot be repeated.



## NO QUARTER

"This position" refers to the position on the ship's board from which "No Quarter" was given. To resolve the Order (if it is not "Scuppered" first), the Marine crew may give up to 3 more in-hand Orders from that position. The Marine reveals and resolves the additional Orders one-by-one, from that position.

## BUT WHAT IF...?!

- ...my team gives "No Quarter" and our Marine crew starts giving additional Orders, but the enemy ship's Captain uses a "Scupper That" to cancel our "No Quarter"? If the other team's Captain was given ample time to use their "Scupper That" Order before your Marine crew began to give the additional Orders, then the "No Quarter" Order is not canceled. However, if "No Quarter" was revealed and the additional Orders were given too quickly, without reading the "No Quarter" aloud, then the "Scupper That" Order takes effect. In that case, the "No Quarter" Order is canceled, and any additional Orders that were played are returned to your Marine crew's hand.



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# TERMS AND DEFINITIONS

**CANCEL**

The canceled Order does not get resolved, but it stays on the board until the boards are cleared.

**CAPTAIN**

The player that manages the Captain's Orders deck. The Captain assumes responsibility for programming (placing) the team's Orders and has ultimate decision

**DEGREE**

Rotation that a ship may turn on a hex.

**ENEMY**

The opposing team's ship.

**FIRE**

Cards representing damage to a ship.

**HEX**

The hexagonal shapes on the board, used for measurement of movement and range.

**ISLAND**

Immovable obstacle terrain on the board.

**ISLAND ADJACENT**

Orders with this notation can only take effect when the ship is on a hex directly next to an island.

**KNOT/RANGE**

Distance of a ship's movement and attacks, measured in hexes.

**MANNED**

Any position on a ship's board with an Order on it. This position is considered "manned" by that crew.

**OBSTACLES**

A hex that contains an obstacle is impassable. For example, ships and islands are both obstacles.

**ORDERS**

The crew cards. There are three types of Orders for each crew: active, reserve, and used. Active Orders are those held in hand. Reserve Orders remain face down until drawn. Used Orders are placed face up in a discard pile next to the reserve Orders until shuffled back into the reserve.

**ORDERS DECK**

Refers to each player's deck of cards, which are specific to their roles on the ship.

**SEA**

The play area made up of the blue sea tiles.

**SHIP**

Each team's position on the sea is represented by their ship's miniature.

**SHIP BOARD**

Boards that represent each ship's board. The 4 positions are used by the crews to give Orders to the ship.

**WOUND**

Cards representing damage taken by a crew.