

Seafarer Expansion:

CAPTAINS AND PRIVATEERS

A Talisman Expansion



Are you bored of the Old World? Do you think that you need to get on an extraordinary adventure? Then JOIN THE NAVY! In the new expansion "Captains and Privateers" you will be able to sail the Seven Seas of Talisman, searching for fortune and facing incredible dangers!



Hey you Sea Dogs!

All hands on deck! Okay, you landlubbers, get at the deck! The Captain wants to inform you about our next voyage. Boys, we will sail into uncharted waters this time, but we will do it in promise of great rewards! Okay, we might have to face dangerous Sea-Demons, but I am sure that we will be rich when we come back. Who knows, we might even get to the coasts of far Cathay!

Enough of the story. Fellow Talismaniacs, I welcome you to my newest Talisman Expansion, a new set centered around sea travel. I have had the idea to do this expansion years ago, but I never got around to start working on it. Now I finally forced myself to take some free time and get it done. I hope you will enjoy your Sea-Voyage, and - as always - your critics are more than welcome.



Contents

Captains Deck Cards

Admiral Kulkeimer
Amazons
Cathay
Clear Sky *Smooth* (x3)
Clear Sky *Sun* (x3)
Clear Sky *Breeze* (x3)
Corpse
Dolphins
Ghost
Hurricane (x3)
Kraken
Land Ho *Isle A* (x3)
Land Ho *Isle B* (x3)
Lighthouse
Mermaid
Reefs

Sailor
Scurvy
Sea Battle
Sea Eagle
Seasickness
Ship Ahoi *Ship A* (x3)
Ship Ahoi *Ship B* (x3)
Trade Post
Vikings
Whale
Wizard's Isle

Purchase Cards

Astrolabium (x2)
Foliant (x2)
Grapples (x2)
Hornet (x2)

Karavelle (x2)
Kogge (x2)
Zedrakke (x2)

Special Cards

Wizard's Daughter
Amazon Queen

Counters

Cargo "C" (x10)
Rations "R" (x60)

Card Backs

Captains Deck
Naval Purchase

Instructions

This Booklet



The Rules

Preparations

The preparations for the game are easy enough. Print out all of the cards and counters belonging to this set, making sure that you print the following sheets twice: Ships, Naval Objects. Print the following cards three times: Land Ho and Ship Ahoi, Clear Skies and Hurricane. Print the counters in a sufficient amount: About 60 Rations and 10 Cargo. After you have cut everything, place the Ships, Naval Objects, Amazon Queen, Wizard's Daughter and Counters aside and mix the rest of the cards into one big deck, the Captains Deck. That's all preparation needed - now you are ready to play.

Purchasing Ships and Objects

The first thing you need to start a voyage at sea is to get a ship. You can obtain a ship at the Harbor Space in the City (or the City Space on the Mainboard if you are not using the City Expansion). The King will gladly lend you a ship from the Royal Fleet if you give him some Gold. For this reason, chose a ship from the three available classes and pay the appropriate amount of Gold.

- Kogge: 1 Gold
- Karavelle: 2 Gold
- Zedrakke: 3 Gold

Now you are allowed to stow 10 Rations and a full load of Cargo into the ship (Please note: These Objects are for free, you paid for them when choosing your ship.) In addition, you are allowed to buy any Naval Objects you want to help you on your voyage (you may buy a maximum of one Object of each type).

- Astrolabium: 1 Gold
- Foliant: 2 Gold
- Grapples: 1 Gold
- Hornet: 2 Gold

After this procedure, you are ready to lift the anchor and leave the harbor. **Note:** *If you use the Village Board, you may obtain a ship at the Village's Harbor as well, but since the harbor is small, you may only obtain a Kogge.*



Turns

The basic turns at Sea are easy to play. Every turn you will consume a Ration, so the first thing you do is discarding one of your Rations from your ship. Afterwards, you must draw a card from the Captain's Deck and perform the instructions printed on that card. When you draw a card, you may notice that normally no priority number is given on the cards. In the normal case you won't have to draw or face more than one card per turn, but if you ever should have to face more than one card, you will have to face any Monsters first. After a card has been dealt with it must be discarded (except "Wizard's Isle" and "Amazons". These cards are removed from play after the Wizard's Daughter or the Amazon Queen has been taken). If the Captain's Deck is used up, the discarded cards are mixed into a new deck.



The following Rules apply while you are at Sea:

Ship Combat

If you have to fight a Ship Combat, you will first have to calculate your Ship's Strength. The formula to calculate your Strength is easy: First take the Ship's basic Strength. Then you must add any Strength modifier from Naval Objects, Followers or Event Cards. As a last modifier, you may add 1 to your Ship's Strength if your own Strength (including Objects and Followers) is 4 to 7, or you may add 2 to your Ship's Strength if your Strength is above 7. Finally, the Pirate Character gets an additional plus 1 on his Ship's Strength. Afterwards, the Combat is resolved like normal Combat: Rolling a die for each side and adding the Ship's Strength. The side with the higher total wins. A draw means that nothing happens. (Note concerning experience: You may not take experience for any won Ship Combats).

Rations

If you should ever run out of Rations, you will have to face a mutiny! Your Crew's Strength is calculated to following way: Multiply the turns still needed to get home by two. If you haven't started your voyage home yet, you will have to start it now, so roll a die to get the appropriate number of turns for your voyage home. You will have to fight a normal Combat against your crew, but before you can start you must roll a die for each of your human Followers. On a roll of 5 or 6, it will join the mutiny, leave you and add his abilities to the mutiny. (Note: The rule does not apply for the Amazon Queen, the Wizard's Daughter and Roland of Gilead). If you lose the Combat, you will be abandoned by your crew, which means that the rules for shipwrecking apply. If you win, you may continue your voyage home, but due to starvation it will take two turns longer and your Ship's Strength will decrease by one for each turn after the unsuccessful mutiny.

Shipwrecked

If you should become shipwrecked, you must discard your ship and take a Raft Card. In addition, you must discard any of your Naval Objects. Roll a die for each of your Followers and Objects. You will lose it on a roll of 5 or 6. Afterwards, roll a die to determine out how many turns it will take you to reach home. You must lose a Life each turn after the first, but you also still have to draw cards from the Captain's Deck. Ignore all cards except Ships and Isles. If you should draw one of these, it is supposed that you are rescued and you may take the rest of your voyage home without losing any more Lives. When returning to the Mainboard, roll a die. On a roll of 1 you land directly in the harbor, otherwise you land the number of spaces rolled away from the City towards the Chapel (applying the instructions of the space where you arrive).

Returning Home

Whenever you finally decide to return home to the Harbor you started from, you will have to determine how many Rations you will need for your voyage back. For this, roll a die in order to determine how many turns your voyage back home will take. On your voyage home, you will have to discard a Ration and draw a Card as normal each turn until you have finally reached your harbor.

Arrival Home

If you return home with your ship, you may keep any Naval Objects you have acquired for a later voyage.



The Tables

Ship Tables

- When a Ship Ahoi Card drawn you must roll a die and look at the following tables to find the applying result:

Ship Table A	
Roll	Result
1 - 2	Closing in on the sighted ship, you discover that you have come upon a Pirate! He commands you to surrender all your Cargo and Gold to him. If you do not comply, fight a Ship Combat (Strength 6) against the Pirate. If you lose, you are shipwrecked. If you win, you may take this notorious Pirate as a prisoner, selling him to the authorities at the next harbor for 5 Gold. In addition, you may choose to exchange your ship for a Karavelle, keeping all your Objects, Rations and Cargo.
3 - 5	You have come upon a Royal Exploration Vessel. You exchange news with the Captain, and this allows you to draw three Cards from the Captain's Deck next turn, choosing which card you want to encounter.
6	A strange vessel from the fabled lands of Cathay crosses your path through the endless oceans. You may trade your Cargo with the people aboard that ship. For each Cargo you may chose to receive one of the following benefits: <ul style="list-style-type: none">• A Talisman• 4 Gold• A Spell• A Hornet• A Foliant

Ship Table B	
Roll	Result
1 - 2	A Pirate Vessel! You must fight a Ship Combat against it (Strength 3). If you lose, you lose all your Gold. If you win, you are able to plunder 2 Gold and 2 Rations from the Pirate.
3 - 4	You have come upon a small coastal trader. If you have free storage space, you may buy one Cargo from him at a price of 1 Gold.
5 - 6	You meet another trader, and he is interested in your Cargo. You may sell him your Cargo at a price of 2 Gold for each Cargo.



Ship Attack Tables

- Neutral or Evil Characters may chose to attack a ship they meet. If you chose to attack, you must roll on the attack tables below instead of the normal tables above. Any character who has successfully attacked two ships or more will become known as a Pirate and must take a "Wanted".

Ship Attack Table A	
Roll	Result
1 - 2	You have chosen to attack a Royal Pirate Hunter (Strength 6). If you lose a Ship Combat against him, you are dragged home to face the authorities. Roll two dice, lose that number of turns. In addition, you lose your ship and all Naval Objects plus all your Gold. After passing the required turns in prison, you are released at the City Space on the Mainboard.
3 - 6	A major trading vessel. Roll a die to find the Ship's Strength. If you win the sea-battle, roll again: You are able to plunder that much Gold from the ship. If you lose, you are shipwrecked on a die roll of 1, 2 or 3.

Ship Attack Table B	
Roll	Result
1	Unfortunately you have chosen to attack the ship of a traveling Wizard. Approaching his ship, he discovers your evil intentions and decides to teleport your whole ship to unknown waters. Next turn you may continue as normal, but when you decide to turn back home you will have to add 6 to your homecoming roll.
2 - 6	A small trading vessel (Strength 2). If you win a Ship Combat, you are able to plunder 2 Gold. If you lose, nothing happens.



Isle Tables

- When you draw a "Land Ho" Card, roll on the table below and apply the result.

Isle Table A	
Roll	Result
1 - 2	The Isle is inhabited by a tribe of hostile natives. You must fight a normal Combat against them. They have a Strength of 5. If you lose, lose a Life.
3 - 4	The Isle is uninhabited, but much food is growing at the trees and a clear spring is close to the beach. You may take up to 5 Rations, not exceeding the maximum of 15.
5 - 6	A friendly tribe dwells by the coast. You may sell your Cargo to them at a price of 2 Gold for each Cargo. In addition you may buy up to 3 Rations for one Gold, not exceeding the maximum of 15.

Isle Table B	
Roll	Result
1	The isle is a Pirate Outpost. Since the inhabitants must have spotted you, it would be suicide to turn away. Upon entering the harbor, a Pirate Captain challenges you to a duel. He has a Strength of 6 and you must fight a normal Combat against him. If you lose, consider yourself shipwrecked, but you don't have to roll for losing Objects or Followers and you are equipped with enough Rations for the voyage home. If you win or reach a draw, you may sell your Cargo at a price of 3 Gold for each Cargo.
2 - 6	You have reached a major seaside town. Here you may sell your Cargo if you want. Roll a die (subtracting 1) to see how much the local traders are willing to pay for your Cargo. In addition you may buy Rations at a price of one Gold for each Ration.

