

Rattle Battle Grab the Loot

Angry Ocean

Components Overview

28 Adventure cards



2 Pirate cards



2 custom dice



Some new Adventure cards have the symbol next to their name. This symbol means there is additional information about this adventure in these instructions.

New NP Ship actions

- move the closest Player Ship towards...** Move the closest Player Ship towards the indicated place up to the distance of 1 long range.
- move all Ship towards...** Move all Ships towards the indicated place up to the distance of 1 long range.
- Volley Only within ... distance** Sink the closest Player Ship ignoring the Strength but only within the indicated distance. If there is no Player Ship in range, do nothing.
- volley to the Kraken** Hit the Kraken for 1 hit point. No Player receives a for that.
- put the closest Player Ship on the castle** Baron takes the closest Player Ship and places it in the middle of the castle (obstacle).
- sink the closest Ship of each player** One Ship from every player, that is the closest, is destroyed

New NP Ship actions

Reinforcements and Traitor (new skills from new dice) are always resolved first, in this order!

for the crown

During "The Battle" all Non-Player Ships have strength +1.

de Gauss volley

Choose a line starting from the Ship with the de Gauss volley symbol that passes through the most Player Ships (red arrow in the example). The Non-Player Ship fires a volley in a straight line and sinks all of the Ships on that line. Non-Player Ships do not affect the direction but are also sunk if they are on the line. If there are two or more lines with the same number of Player Ships, choose the line with the Player Ship closest to the Non-Player Ship with de Gauss volley.



sacrifice

Remove this die and keep it aside as a reminder. During "Ship Repairs" the card/part you used for repairing your Ship is permanently discarded and cannot be healed or repaired during the Port Visit phase.

parisic

The Ship moves one long distance in a straight line according to the figure on the die.



Scenario rules

Scenario 1: Angry Ocean

You've travelled far beyond your normal hunting waters in search of new riches. Out here, you've encountered things you wished you had never seen. If, in any situation, a Ship cannot move any further (end of the Sea Box), it stops.

Goal

Survive new dangers and gather the most coin. After the final adventure and Port visit, the player with the most VP wins.

Setup changes

The following Setup changes are needed for this scenario:

- Do not place the Guild building in the Port.
- Place the Victory Point cards near the Pit. They may be used in place of coins if the supply runs out.



Rules changes

The game is played according to the base rules with the following additions:

- After "Ship Drop" all Ships that touch the obstacles in the Sea Box are destroyed.
- Ships touching the obstacles after an action are not sunk unless otherwise stated on the Adventure card.
- During "Coin Rewards" gain one extra coin for each of your ships that survived.
- If the Pit runs out of coins, players may exchange their coins for Victory Point cards with a 1:1 exchange.

Example: You may exchange 7 coins for a card that gives 7 VP.

Adventure cards with

Storm – After each player takes their first action, the Baron picks up and drops the Sea Box from half the height of his/her forearm's length.

Wrecked Ship – Rocks block the line of fire.

Whole Gale – If the Ship cannot move any further (end of Sea box) - it stops.

Bad weather – If there are any remaining Non-Player Ships after the Battle, remove them from the Sea Box. They escaped.

Stronghold – First, roll red dice and without changing the results, place them on the walls of the castle (between towers). Next, drop all remaining Ships. There are 4 towers (blue, green, yellow, red) represented by the graphics on the obstacle. Towers can take 2 hits. After 2 hits, consider tower as destroyed. Players can not fire to destroyed tower.

Light and thunder – Before the Battle, the Baron picks up and drops the Sea Box from the half the height of his/her forearm's length.

Stronger hold – First, drop all Ships except the red ones into the Sea Box. Then, roll the red dice and, without changing the results, place them on the walls of the castle. There are 4 towers (blue, green, yellow, red) represented by the graphics on the obstacle. Towers can take 2 hits. After 2 hits, the tower is destroyed. Players may not target a destroyed tower.

Heavy fog – If there are any remaining Non-Player Ships after the Battle, remove them from the Sea Box. They escaped.

Bermuda Square – The size of the square is indicated by the cross in the middle of the Sea Box



Reverse whirlpool – check the distance starting from the center of the Sea Box (center of the cross).

Kill the Kraken! – Before the first Ship Drop players ready all their Parts. The orange die indicates how many actions the players have in total. Passing doesn't count as an action. The orange die cannot be sunk, and the Baron should remove it from the Sea Box after checking the result. For each hit, gain 1 VP. Resolve the battle only if the Kraken is dead. To hit the Kraken, you can shoot or move. If you move on the Kraken you do damage but your ship is destroyed. After all actions or all players have passed, destroy the closest ship to the Kraken. Next player does the reroll of all remaining dice! Kraken HP= players+4. Each time players do the Ship Drop, resolve NP Ships.

Move to the Battle phase only if Kraken is dead.

Scenario 2: Old Dogs

In this scenario the players take up the roles of veteran pirates that have already built up their ships and reputation. They are almost ready for retirement. What they need is just one last score.

If, in any situation, a Ship cannot move any further (end of the Sea Box), it stops.

Goal

As a veteran close to retirement, you only need money. At the end of the game the player with the most coins wins.

Setup

Follow the setup rules as described in the base game with the following differences.

- Don't put the Market and Guild buildings into play.
- After finishing setup, every player chooses any combination of 7 ship Parts.
- Shuffle the Upgrades and deal 3 to every player. From those, each player keeps one and passes the rest to the player on their right. Then again, each player keeps one and passes the last one to their right to keep it.
- Remove the red Sailor cards from the deck. Shuffle the remaining cards and deal 3 to every player. Every player keeps one and passes the rest to the left. From the remaining two, every player keeps one and gives the last to the left. Keep the last card.



Rules changes

Ship Drop now works like this: The Baron takes all the Ships except 1 from every player. After the Ship Drop, each player, starting with the Baron, can aim and throw his last die. After that, resolve NP Ship action.

The old dogs, veteran pirates have acquired many tricks over the years that they can use to outmaneuver their opponents.

Ship repairs now works like this: Turn 90 degrees (exhaust) 1 part, Upgrade or Sailor to get your Ship back. This represents the

procedure of disassembling stuff on your ship to repair it or the excess amount of work your crew needs to put forward in order to repair your ship.

During the Port Visit stage, players may not buy new Sailors, Parts or Upgrades. Instead, they can choose to heal or repair any exhausted Sailor, Part, or Upgrade. The repair cost is the same price as if they were buying them. If a player cannot or chooses not to repair them, they are discarded and shuffled back into their original deck.

After using all of the buildings in the Port you have to permanently discard one Sailor, Part or Upgrade. Shuffle the card back into the corresponding deck.

Your crew is too old and wants to retire as well. Your ship is almost scrap and some of its pieces are falling off.

Adventure cards with ✂

Square formation – First, drop all the NP Ships into the Sea Box. Then, without changing the results make a formation out of them in the middle of the Sea Box. Drop the Player's Ships.

If any NP Ships are touching each other, consider their strength to be added. I.e. if ships with strength of 4 and 3 are together, they are considered to be one ship of strength 7 (4+3=7) during the Battle.

Swift Formation – If Baron passed, still move the Ships each new round. All NP Ships create one line.

Battle in the straits – Before Ship Drop, the player sitting on the left of the Baron takes the ruler and places it vertically in the box like it is shown in the picture. During the Ship Drop, the Baron drops all the dice. The dice that are behind the ruler, have to be redropped.



Surprise at Ball – Before Ship Drop, Baron throws all Players Ships into the Sea Box. Then, without changing the results, place them in the middle of the castle. Then, Baron throws NP Ships and after that, all players can aim and throw their last Ship. After that, sink all Player Ships that touch the castle. Before the Battle, sink Player Ships that touch the castle again.

Traitor among us – The player with the least amount of VP drops their own dice after the Baron does the Ship Drop. Each of their dice can be aimed separately.

Ship expansion

Two new Non-Player Ships are introduced in the expansion.

Uncle Rum – If, during the **Ship Drop**, there is a steering wheel symbol on this die, the player with the least amount of VP takes it. The taken die is now considered as the player's ship during this adventure. It can be aimed and redropped. The player can fire from this die by using the rules from the base game. It will give additional coin for surviving during the *Angry Ocean* Scenario. Discard the die after the Adventure.

Skull dogs of the creek islands are well known because of their betrayal in the past.

Jo Blade - If, during the **Ship Drop**, there is a pirate flag symbol on this die, the Baron takes the strongest available die that is not taking part in this adventure (starting from red, to yellow, to green) and drops it into the Sea Box. The drop is done in the normal way (in the middle of the box). has Strength of 3.

Crimson pirates are renowned for their battle maneuvers.

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