

Take command of some of the famous British ships of the 17th and 18th centuries. Your mission: to help the empire rule the waves and rid them of its enemies. Sail your ship on journeys through the Atlantic, Caribbean, and Mediterranean. Face pirates, French, Dutch and Spanish to rule the waves!

Components:

Cards (64 in total)

- 8 x British ships
- 5 x Pirate ships
- 5 x Journey cards
- 7 x Open Water cards
- 30 x Enemy ship cards
- 2 x Flagship Enemy ships
- 4 x Hit Point (HP) cards
- 2 x British ammunition cards

2 x 20-sided dice






7 x cubes



Goal:

Your campaign is a success if you have gone through the five Journeys and made it home safely each time without being sunk, while sinking as many pirates and enemy ships as possible. The rank you achieve depends on how many enemies you sink and if you defeated the pirates and flagships!

What is on a card?

-  Ammunition – the max amount your ship can carry; all ships start at max.
-  Accuracy - the roll needed to make a successful hit.
-  Evade – the roll needed to avoid an incoming shot or escape a ship battle.
-  Hit points – the amount of damage the ship can take before sinking.
-  Damage Rating – the amount of damage an enemy ship inflicts with an attack that hits.

Set-up:

Select a British ship or randomly draw one, then place as shown in the diagram. This will be your ship for the first Journey. Place the British HP and ammunition card alongside your ship. Place a cube on the trackers matching the HP and ammunition listed on your British Ship card.



Place the Journey cards face up and choose your first Journey and have that card in front of you. The more spaces on a Journey card, the longer your game can potentially go and the more challenges you can face. Put a cube on position 1 of that card. Shuffle the Pirate, Enemy ship and Open Water cards together and place them face down to the side. This is your Event card deck.

Round of Play:

Take your first Event card and turn it over.

If it is an Open Water card, follow the instructions. Some will produce one time effects and some can produce a persistent effect throughout the current Journey.

If it is an Enemy ship, then you have two options: Either (1) Battle or (2) Escape.

(1) Battle.

a. Place a cube on the corresponding number for the HP of the ship being attacked.

b. The British ship always attacks first. Decide how much ammunition you are going to use, then move your ammunition cube down that many spaces. The more ammunition you use, the more powerful your damage will be. You can only use a maximum of 3 ammunition at one time. Roll a d20 for the attack. If you roll your accuracy or better, then it is a good shot.

The accuracy roll is only done ONCE for each attack, no matter how much ammunition is being used.

c. The enemy has the chance to evade a good shot by rolling a d20. If they roll their evade value or better they have evaded the shot and do NOT lose any hit points. This happens no matter how much ammunition was used. If the shot is not evaded, the enemy ship loses one HP per ammunition fired.

d. Enemy ships will now fire unless already sunk. Follow the same steps: Roll a d20, if the roll is equal or above the enemy ship's accuracy their shot is a good shot. Enemy ships do not have a set amount of ammunition; they only have a damage rating. This is the amount of damage that is inflicted on you if the attack is successful. Enemy ships never run out of ammunition and always inflict their full damage rating in damage!

e. All British ships have the chance to evade if the enemy has a good shot. Roll a d20 for each ship that has been hit. If you roll your evade or better the shot misses and no HP is lost. If you roll below your evade, then move the British ship's HP cube down a number of spaces equal to the Enemy ship's damage rating.

f. This turn taking continues until either:

i. Either side's HP reduces to 0 and is sunk.

ii. The British ship tries to escape (see rule 2, "Escape the Enemy," below).

iii. The British ship runs out of ammunition. Starting on the next turn, the British ship must try to escape (see rule 2 below). The Enemy ship will continue firing each turn until the British ship successfully makes an escape roll. The British ship can still roll to evade each good shot.

g. If the Enemy ship is sunk, place that ship next to Journey card you are playing with.

(2) Escape.

a. For each British Ship escaping rolls a d20 and if you get your evade value or higher, the ship escapes and their combat is over. Once all British ships have escaped, place the Enemy ship card at the bottom of the event card pile.

b. If a ship does not escape, then the enemy makes an attack (see rule 1, Battle, above).

c. When the enemy attack is over, you have the option to roll again to try and escape or to now attack (rule 1) if you have any ammunition remaining.

Once an Open Water card or Battle is completed, move the cube on the Journey Card to the next space and place the card on the discard pile. Continue these steps for each Journey space until you move the cube off the last space. After ANY Journey space has been completed, replenish your ammunition by up to 5 positions. However, it cannot go higher than the ammunition amount stated on the British ship's card.

When the Journey is complete, shuffle the discard pile back into the event deck. Place the Journey card, the British ship, and all defeated Enemy ships in a pile together to the side. This British ship cannot be used again. Choose your next Journey card and place a cube on space 1. Each Journey card can only be used once. Continue with the Journey steps as above (picking an Event card for each Journey space).

These steps continue until one of the following occurs:

1. You reach the end of each of the 5 Journeys without being sunk.
2. You are sunk. If this is the case, you will need to look at the "Level of Success" table to see if you have been successful in your campaign. You may be awarded posthumously. This is the end of the game for you, even if this is your first Journey!

Level of Success:

Each enemy ship sunk earns a number of victory points:

Single ship = 1

Two ships = 2

Three ships = 3

Pirate ship = 5 (with an extra 10 points if ALL 5 pirates sunk)

Flagship = 10

Add up your total and compare it to the chart below:

RANK	SCORE(SOLO)	SCORE(CO-OP)	SCORE(VERSUS)
COMMANDER	35	40	20
CAPTAIN	45	50	25
COMMODORE	55	60	30
ADMIRAL	65	75	40
ADMIRAL OF THE FLEET	75	85	50

Co-op Mode:

RTW can be played with two players. Use the following adjustments to set up.

Remove two of the Journey cards at random. These will not be used for the game.

The setup is the same as a single player game apart from each player randomly picks their own British ship to take charge.

Journey cards are dealt with in the same way. Place the first cube at position one. In this mode, you pick up two event cards and play them at the same time. This will give the following possibilities:

(1) Two Enemy ships are found. This means both British ships can either choose to attack or escape together (one cannot attack while the other escapes).

a. If both choose to attack, roll to attack as stated in single mode. Both ships can choose to attack the same ship, or they can each attack a different ship. Each enemy ship card will have its own enemy HP card to represent it. The order of which British ship attacks should be according to ship class. The person commanding the highest rate ship goes first. If they are both equal, then either can attack first.

b. If one or both Enemy ships have survived the attack, they will attack the British ship in return. If they both attack, they will attack one ship each. The highest HP Enemy ship attacks the highest HP British ship. The remaining Enemy ship attacks the remaining British ship. If only one can attack, then it will attack the British ship with the highest current HP. Targeting can switch between ships each round as HP is reduced.

c. Battle continues until either both Enemy ships or both British ships are sunk.

d. If one British ship is sunk, the player in command of that ship is out. They will need to wait until the end of the Journey and will collect a new ship to command on the next Journey.

e. If both British ships are sunk, the game is over.

(2) An Enemy ship and an Open Water card are found. The open water information goes first before any attacking takes place. Then follow the rules as above. However, both British ships can attack the same Enemy ship together.

(3) Two Open Water cards are found. If this is the case, then follow the instructions on both cards in whatever order the players choose.

When the Journey end is reached, as in single player, the commanders must change ships and the enemies that have been sunk will need to be placed with the Journey card to the side for scoring later.

This continues until either both British ships are sunk on a Journey together or the three Journeys are completed.

All Enemy ships sunk count towards one communal score shared by both players, so you both achieve the same rank stated in the "level of success" below.

Versus Mode:

This mode uses a similar method as the co-op mode. However, for each step of the Journey both players will draw one card each to face separately and simultaneously.

A player must only attack or escape from their enemy they turned over and that enemy will only return fire to their ship. If a player defeats the enemy, that ship counts towards that player's own score and is not put together with the other player's. The two players must play each Journey position at the same time. Each player cannot move on until the other player has finished with their attack or escape.

Open Water cards only apply to the player that turned that card over.

If a player's ship is sunk, the remaining player must now continue the rest of the Journey picking up only 1 event card for each remaining step of the Journey.

When the three Journeys are completed or both players have been sunk, use the table below in the versus column to find out who has the highest rank. Highest rank wins! If both players have the same rank, it goes to the player with the most pirates. If that is equal, then it is called a draw, until next time!

Historical Mode:

When you choose your Journey, prepare the Event Deck with only the remaining ships of the following fleets:

Europe Open Water, all enemies, no pirates

Atlantic Open Water, all enemies and pirates

America Open Water, French and Dutch enemies and pirates

Jamaica Open Water, Spanish and French enemies and pirates

Caribbean Open Water, Spanish and Dutch enemies and pirates