



ADVANCED RULES

V1.0

This document is intended to be used as a reference document rather than read in its entirety.

Winning and Losing

You win the game if any of the following are true:

- Your opponent attempts to draw a card from their empty Hold.
- Your opponent attempts to discard a card from their empty Hold.
- All of your opponent's emplacements are broken.

The Ship and Captain

- Your ship has four slots for **Emplacements (Cannons or Structures)**.
- Your Captain card represents your special ability.
- You are the captain of all cards you begin the game with.

Materials

- For each player:
 - 1 Captain, 4 Emplacements, Hold of 30 cards
 - Tokens or dice to track **Powder**
 - 6 Shield cards, 2 Bomb cards, 1 Fire card.
 - (Suggested) A tracker for total **Presence** during boarding attempts
- Common:
 - Deckhands and other tokens
 - Raid tokens: Initiative, Plunder, Repair
 - First Player card.

Setup

1. Place your four Emplacements and Captain on the table faceup.
2. Gain 5 Powder.

3. Shuffle your Hold.
4. Randomly choose a player to go first. That player takes the First Player card.
5. Draw five cards. You may mulligan once. To mulligan, set aside any number of cards from your hand, draw that many cards, then shuffle the set aside cards into your Hold.

First Turns

The player that goes first may not board or fire a cannon they control on their first turn.

Turns

The game consists of each player taking turns until the game ends. You are the **active player** during your turn.

- Start Phase
 - Your turn begins. (Effects that trigger when your turn begins resolve now).
 - Draw one card from your Hold.
- Action Phase: You have 3 Actions. You may spend them on any action on an active card you control, or any of the following Basic Actions:
 - Action: Draw a card from your Hold.
 - Action: Gain 1 Powder.
 - Action: Play a card from your hand or Treasure Chest.
 - Action, (Spend 3 Powder): Board.
- Cannon Phase
 - Your cannon phase begins.
 - If all of your cannons are stunned, unstun them all.
 - Otherwise, you may fire an unstunned cannon.
 - Your cannon phase ends.
- End Phase
 - If you have more cards in hand than your maximum hand size, stow the extra cards from your hand.
 - Your turn ends. (Effects that trigger when your turn ends resolve now).

Hand Size

- The default maximum hand size is 5.
- A player's maximum hand size cannot be reduced to less than 0.

Special Terms

- **Stow:** Put on the bottom of your Hold.
 - Whenever you stow two or more cards, do so in any order.
- **Eject:** Remove from the game.

- *Reckless* and *Vengeful* are examples of ability words - words that unite cards with shared functionality, but otherwise have no special meaning in the rules.
 - There is no distinction between discarding a card for an effect you control or discarding it as a result of an effect your opponent controls for the purposes of deciding whether a Reckless or Vengeful ability triggers.

Powder

Compressed wizard dust used as fuel and currency. Used to fire cannons, launch grapples (to initiate a boarding attempt), and as fuel by various effects.

- Represented by powder tokens in game, which are kept in your pool.
- Gain - Increase the amount of Powder in your pool.
- Spend - Decrease the amount of Powder in your pool. You cannot spend Powder you do not have.
- Lose - Decrease the amount of Powder in your pool. You cannot have less than 0 Powder.
- Pay (to your opponent) - Spend Powder. Your opponent gains as much Powder as you spent.
- Steal - Your opponent loses Powder. You gain as much Powder as they lost.

Board

- Players cannot initiate a new boarding attempt during a boarding attempt in progress.
- To initiate a boarding attempt, the **boarding player** must:
 - Spend 3 Powder.
 - Choose a **raid token** and place it on an unbroken emplacement the **defending player** controls. The chosen emplacement is the **target** of the boarding attempt. The attacker may not choose a cannon as the target unless the defender's structures are all broken.
 - Commit at least one crew they control to the **boarding party**.
- The boarding player and all crew in their party are now boarding. (Any effects that trigger when a player or crew **boards** resolve now).
- The defending player then **defends** by committing any number of their crew to the **defending party**. (Any effects that trigger when a player or crew **defends** resolve now).
- Any crew in play but not committed to a **party** are in their controller's **reserve**.
- Players keep track of the total Presence of the crew in their party. (An empty party has 0 Presence).
- Starting with the defending player, both players alternate performing one of these options:
 - Play a Tactic card from their hand or Treasure Chest.
 - Use a Tactic effect on any noncrew they control or any crew in their party that hasn't been used in this boarding attempt yet.

- **Pass.**
- When both players pass consecutively, perform the following:
 1. If the boarding party's Presence is greater than the defending party's, the boarding player and each crew in their party **raids**.
 - i. The boarding player resolves all effects that trigger now in addition to their chosen raid token(s), in any order.
 - ii. If the boarding party's Presence exceeded the defending party's by an amount greater than or equal to the **durability** of the target emplacement, **break** that emplacement.
 2. Otherwise, the defending player and each crew in their party **repel**.
 3. The boarding attempt **ends**.
 - i. Stow all crew in the boarding and defending parties.
 4. The attacker's action phase ends. (They lose any unspent Actions, then continue to their cannon phase).
- **Raid Tokens:** Tokens that mark the target of the boarding attempt, as well as provide a reward for raiding.
 - **Plunder:** *Raid* - **Plunder** 3.
 - **Repair:** *Raid* - Stow up to two noncrew cards from your discard pile.
 - **Initiative:** *Raid* - When your next turn begins, gain an Action.
- **Plunder X:** Reveal the top X cards of your opponent's Hold, then put up to one noncrew card from among them into your **Treasure Chest**. Discard the rest. Your opponent may recover one of those discarded cards.
- **Break:** Turn an emplacement facedown. It is no longer active. If all of a player's emplacements are broken, they lose the game.
- **Treasure Chest:** A game zone in each player's play area separate from any other zone.
 - When a card that you played from your Treasure Chest leaves play, eject it.
 - When any other card you control but aren't the captain of leaves play, it goes to the appropriate zone belonging to the card's captain. (You cannot put your opponent's cards into your discard pile, Hold, or hand).
 - A card cannot be put into its captain's Treasure Chest.

Cannons and the cannon phase

- Cannons are a type of Emplacement, so they have a Durability value.
- Cannons also have two more values: Cost and Power. Those values represent the amount of ☉ required to fire them, and how much damage they deal, respectively.
- Damage resolved by a cannon is considered to be "cannon damage".
- During the cannon phase of your turn:
 - If all of your cannons are stunned, unstun them all and skip to the end of this phase.
 - Otherwise, you may choose an unstunned cannon you control, then fire it.
- Cannon phase ends.

Firing a cannon

You generally get one opportunity per turn to fire an unstunned cannon you control. In order to do so, perform the following steps.

1. Stun the cannon and spend ☉ equal to its cost.
2. Deal damage to your opponent equal to its power.
3. If at least one damage resolved, you and the cannon breach.
4. For each special ammo loaded in the cannon, remove an ammo counter from it, then discard it if it has no ammo counters.

Various card effects may allow you to unstun and fire a cannon again. Regardless of when that effect becomes active, a cannon cannot fire while it is still firing; that is, you must complete all of the steps of firing before you can proceed to the next firing opportunity.

Damage

Cards may instruct you to deal **damage** to a player. You are the controller of the damage that cards and effects you control deal. Damage can be reduced by effects, to a minimum of 0 damage.

1. A card or effect **deals** damage to a player.
2. (React triggers or ongoing effects may reduce the dealt damage).
3. If the damage was not reduced to 0, it then **resolves**.

Damage Resolution:

- The player that was dealt the damage discards cards from the top of their Hold equal to the damage total.
- Any effects that trigger when card(s) are discarded resolve now, in the order of their captain's choosing.
- Damage has now resolved. (The player that received the damage may recover one of the cards discarded by it).

Recover

Whenever damage or plunder dealt to your Hold resolves, you may **recover** one of the discarded cards.

- **Recover:** Discard a card from your hand. If you do, put one of the discarded cards into your hand.
- Your opportunity to recover from damage occurs at the same time as your opponent's Breach effects, so your opponent (as the active player) will resolve those effects (in the order of their choosing) before you can recover.

Status Cards

These are cards that exist outside of the Hold and are available for use by both players.

- They are: **Fire**, **Bomb**, and **Shield**.
- Each player has access to a maximum of 6 Shields and 2 Bombs.
 - Status cards that go into your Hold come from your Status pool.
 - Ejected Status cards go back into your Status pool.
 - Any effect that adds Status card(s) to your Hold adds as many as possible, based on what's available in your pool.
- Status cards in a discard pile or Treasure Chest are returned to the appropriate Status pool as a *state-based effect*.
- Your opponent is the controller of damage dealt to you by a **Bomb**.
- Neither player is the controller of **Fire** damage.
 - One Fire Status is provided per player - use dice or other objects to track additional Fires.

Unique

Unique cards are denoted by an icon next to their name (★). If you ever control two or more unique cards with the same name simultaneously, you must discard all but one of those cards. This is a “state based effect”, meaning that it is checked and resolved before and after each effect in the queue resolves.

Cannot

- If a card or rule says that something “cannot” be done, that overrides any relevant effects that instruct you to do it, or give you the option to do so.
 - Example: Niko is being boarded by their opponent. Niko's first Tactic is Tighten Chains. The attacker has a Psychothan in play, and they use its Tactic effect next. The top card of the attacker's Hold turns out to be a Tactic, but it cannot be played because of the Tighten Chains effect.
 - Example: You are boarding. You control an operated War Drums and Galeth. War Drums has a Tactic effect that allows you to choose a crew and move it to its captain's party. However, Galeth has “-” Attack, which means it cannot be added to a boarding party.

Emplacements

- You must select four Emplacements (with no duplicates by name) in addition to your Hold to build a complete ship.
- There are two kinds of Emplacements - **Cannons** and **Structures**.
- Emplacements have durability, a value that determines the margin of victory required in a boarding attempt to break them.

Special Ammo

- You can play a Special Ammo card onto any cannon you control, **loading** it. That cannon is now **loaded** with that card.
- Special Ammo cards enter play with X ammo counters, where X is its ammo count.
- A cannon can only be loaded with a single Special Ammo card.
- If a cannon is already loaded with a Special Ammo card, you can replace it with a new Special Ammo card. Discard the old one when you load the new one.
- Special Ammo can modify the properties of the loaded cannon - if a Special Ammo refers to “this cannon,” it’s referring to the cannon it’s loaded in.

Maneuvers

To play a maneuver, do the following:

1. **Pay additional costs.** Then, place the maneuver face up in the play area.
2. **Choose targets.** If the maneuver requires you to “choose” targets explicitly or implicitly, you make all of those choices now.
3. **Resolve text.**
4. Discard the card.

Tactics

- Some cards are also Tactics. Play these cards only during a boarding attempt.
 - “While boarding” - Play only if you are the boarding player.
 - “While defending” - Play only if you are the defending player.

Crew

- You can play a crew card during your turn by spending an Action and paying any additional costs. The played crew is now active in your play area. Resolve any “When this crew enters play” effects.
- Crew cards have Attack and Defense values, which determine their **presence**.
 - A crew’s presence is equal to its Attack while its controller is the active player (attacking).
 - A crew’s presence is equal to its Defense while its controller is the inactive player (defending).
 - If a crew’s Attack/Defense is “-” while its controller is the active/inactive player, then its presence is considered to be 0 for the purposes of card effects, and it cannot join a boarding party.
- When a crew enters play under your control during a boarding attempt, add it to your party, if able. If you do not, add it to your reserve.

- For example, if you play All Hands on Deck! while boarding, you may play a Galeth you find, but since it has “-” presence, it must go to reserve. The same would be true for a Hired Muscle if you had no powder to pay its additional cost to add it to your party.
- There is no limit to the number of Crew that you can have in play.

Party, The Attempt

- During a boarding attempt, all crew in play are either in their controller’s party or in their controller’s reserve.
- Crew can move to or from a party or reserve. When a crew moves to either area, it is added to that area.

Tokens

- **Tokens** are created by card effects, and represented by cards from outside the game.
- Tokens in any zone other than the play area cease to exist as a *state-based effect*.
- If a card instructs you to **replace** an emplacement you control with an **emplacement token**, put the token into play in your emplacement row. Your opponent *does* need to break the token in order to break all of your emplacements.

Facedown Cards

- Cards are either faceup or facedown. Only faceup cards can be turned facedown.
- Facedown cards do not have a Faction.
- The captain of a card is the same whether the card is facedown or faceup.
- When a facedown card leaves play, reveal it to all players. The card left play as a facedown card (with no text), but arrives at its destination faceup.
- When a card turns facedown, remove all counters from it and cancel any ongoing effects that were targeting it.
- A facedown crew token will still eject when it arrives at its destination.
- The controller of a facedown card may look at it at any time. Other players may not.
- You are not allowed to mix up your facedown cards to confuse your opponent.
 - Ex: You raid with Poltergeist, adding two of your opponent’s cards as facedown Shades into your crew. You should make sure your opponent can keep track of which of your Shades are the cards from their deck (if it’s not obvious).
 - Ex: You have two facedown Shades. During a boarding attempt, your opponent plays Rip Soul on your Galeth. You should make it clear which of the Shades is the Galeth so long as it remains facedown.
- The order that your facedown cards entered play should be maintained clearly in some way - physical ordering or other markers are fine.

Dual Face Cards

Most cards in Sky Pirate have a single face, and a common back. However, some cards have two faces; these are “dual face” cards.

- Each such card has an icon in the upper right corner that indicates which side is which - a boxed arrow pointing up for the front, and down for the back.
- Dual face cards enter play on the front side, and will include text instructing you on how to **flip** them.
- Dual face cards cannot be turned facedown or faceup by card effects.

Counters

- A crew gets +1 presence for each **presence counter** on it. If that crew leaves play or turns facedown, remove its presence counters.
- To **distribute** X presence counters among crew you control, choose up to X crew you control, and put any number of presence counters on each of them, such that the total number of presence counters put on those crew is equal to X.
- If a card instructs you to **double** the number of counters on a card, put a number of those objects on the card equal to the number that were on the card at the time that you resolve the doubling effect.
- To **move** X presence counters from one card to another, remove X presence counters from the first card, then put X presence counters on the second card.

Operate

Some cards require one or more operators from among your crew to use.

- **Operate X:** Assign X crew you control to this card as operators.
- **Operator:** A crew assigned to an operated card. Its text box is blank and it cannot join a boarding party.
 - If a crew in a boarding party becomes an operator, it is immediately sent to reserve.
 - If an operator is turned facedown, unassign it.
- **Operated:** A card is operated if it has any operators.
 - When an operated card leaves play, breaks, or loses its Operate action for any reason, unassign its operators.
- **Limit X operators:** This card cannot have more than X operators. If using this card's Operate action would cause you to exceed its limit, you must unassign operators to make room first.

Store

Some cards allow you to store other cards under them for later use.

- Stored cards are not in play.
- If a card with any stored cards breaks or leaves play, the stored cards are discarded.

Search

- Some cards instruct you to search some or all of your Hold for card(s), with possible requirements.
- If you do not find a card that meets the requirements of the search effect, then you fail to find a card.
- If you fail to find a card during a search effect, the effect stops resolving. You will then shuffle your Hold.
- If the search effect allows you to play the card you search for, then you must find a card that you are able to play. Otherwise, you fail to find.
- After a search is complete, the Hold must be shuffled before resolving any further effects (even if you failed to find).
 - Example: Alice plays Skirmish, selecting its first mode. She searches the top three cards of her Hold, and finds a Fisher. She must shuffle her Hold before playing Fisher.

Swap

- Effects that swap a cannon's cost and power apply after all other effects, regardless of when those effects began to apply.
 - Example: You play Haunted Barrel, choosing your Arc Caster. Arc Caster is now a 3/1. You use the Arc Caster action to swap its cost and power, which means it is now a 1/3. It will revert to 3/1 when that turn ends.

Copies

- A copy of a card has the same printed text and values of the original card, but the copy is a new object, independent from the original card. If the copy differs from the original, the effect that makes the copy will indicate this with "except".

Then, To, And

When reading card text, observe the following rules.

- Resolve the text from left to right. Resolve as much of each effect as possible.
- X, **then** Y = Do X, then do Y, in that order.
- X **to** Y = Do X (as a cost) in order to do Y. This is shorthand for "X. If you do, Y".
- X **and** Y = Do X and do Y. X and Y must be resolved together or not at all.

Modals

A card is **modal** if it gives you options, indicated by “choose one”/“choose two” or similar, followed by a bulleted list of modes.

- You choose which modes to resolve at the time you choose targets for the effect.
- Chosen modes resolve in the order they are printed on the card, as if the other modes do not exist, and as a single combined effect.
- You cannot choose modes that are illegal to resolve, such as an effect with no legal targets. If no modes can be chosen, the modal effect does not resolve at all.
 - Example: You play Skirmish during a boarding attempt. You choose the first and third mode, which means you need to choose a crew for the third mode. The combined effect now enters the queue. Note that you can't choose to give any crew you might find with the first mode +1 presence with the third mode.

The Effect Queue

All effects in Sky Pirate enter a priority queue before resolving. This is usually only relevant when dealing with effects that trigger at the same time. Playing cards and using effects put effects into the Effect Queue. Effects in the queue resolve in first-in, first-out (FIFO) order, one at a time. React triggers and state based effects can interrupt normal operation of the queue. Some examples:

- You control a Buddy System. You use a Basic Action to play a Smelly Pete. Buddy System meets its trigger condition since Smelly Pete is the first crew you've played this turn, and puts “Put a 1/1 Deckhand into play” into the queue. Pete enters play and puts “Stow another crew you control” into the queue. The action has completed, so now the queue resolves - first the Deckhand, then the stow (choosing to stow the Deckhand). If putting a Deckhand into play causes another card to meet its trigger condition, that effect would enter the queue and thus resolve after the Deckhand is stowed.
- You control Hullpiercer and your opponent controls Carapace. You board. You are the active player, so you put the Hullpiercer effect into the queue before your opponent can put the Carapace effect into the queue, then the queue resolves, so Hullpiercer resolves before Carapace.
- You control Card Catalog and Soul Crypt. Your turn begins, and you use Card Catalog, discarding a Dusty Zeke in order to draw a card. Dusty Zeke's Reckless effect enters the queue. You continue to resolve the Card Catalog effect, drawing a card. Soul Crypt meets its condition, and you put its effect into the queue. The queue resolves - you decide to spend 1 Powder to put Zeke into play, then decide to spend 1 Powder to put the card you drew into play facedown as a 2/2.

React

- Cards may have triggered effects that replace or prevent normal resolution of an effect.

- Such effects appear as “React -” effects, and specify when they apply and how they interrupt normal procedure.
- Multiple React effects that trigger at the same time resolve in active player order.

Triggered Effects

- Cards may have effects that trigger when certain game events occur.
- Whenever multiple effects trigger at once, they always resolve in the order of the controller of those effects’ choosing.
- Additionally, if both players have cards that trigger for the same event, the active player resolves all of their effects first.
- If any effects meet their trigger condition while another effect is resolving, those effects resolve after the currently resolving effect (in active player order, as normal).
 - Example: A player plays All Hands on Deck during a boarding attempt. They reveal and play a Fisher. Fisher’s “enters play” effect will resolve after All Hands on Deck finishes resolving, so the Hold will be shuffled before you draw a card with Fisher.
- Once an effect triggers, it will resolve regardless of what happens to its source.

Pending Effects

- Cards can set up effects that may happen in the future.
- Pending effects persist in the game state until they have a chance to resolve.
 - Example: You play White Flag. It creates a pending effect for your opponent’s next turn - when their cannon phase would begin, they skip it. Once that pending trigger has been set up, White Flag (the card) resolves and is discarded.

Ordinal Events

- Some cards have effects that trigger when an event occurs for “the first time” or similar. These are ordinal events.
- Ordinal events occur once. There can only be one “first/second/etc time” that something happens per turn/phase.
- Cards with effects that trigger on ordinal events need only to be active when those events occur.
 - Example: If you play a crew, then play a Buddy System, then play another crew, Buddy System will not trigger, because the first time you played a crew happened before Buddy System was active.

State-based Effects

The Sky Pirate game engine checks for and resolves state-based effects before and after each effect in the queue resolves.

Deckbuilding

Players can build their own decks in Sky Pirate. A deck consists of:

- 1 Captain
- 4 Emplacements (Structures/Cannons)
 - No more than 1 copy by name of any emplacement.
- 30 cards in your Hold
 - No more than 2 copies by name of any card.

Take any cards from your Captain's faction or the Neutral faction.

- You may take up to 6 total cards from one faction other than your Captain's faction. You may use these "splash slots" on your emplacements as well as cards in your Hold, so long as the total number of splashed cards adds up to 6!
- If you take any cards with the **Set** keyword, you may not take any other cards from a differently named Set. For example, you can't take Hullpiercer and Carapace for the same list, since they are from differently named Sets (Conquest and Security).

Multiplayer

Sky Pirate can be played with more than two players, with the following adjustments to the normal rules:

- Your opponent is the player to your left, which means you can only shoot/board their ship.
- If the player to your right begins a boarding attempt, they become your opponent until the attempt ends.
 - Cards like Imposing Spectre and Tollbooth apply to the player boarding your ship.
- Cards that affect all players (Chum the Skies!) do so.
- When a player loses, they (and their cards, tokens, and any ongoing/pending effects) are eliminated from the game.
- The last player in the game is the winner.