

# The DRAGON & FLAGON PIRATE RULES

## Treasure Chests

Treasure Chests begin the game on the Blue squares.

Treasure Chests may be picked up or dropped just like mugs or chairs. They do not affect movement.



Treasure Chests may not be thrown.

If a character holding a Treasure Chest loses Reputation, is Dazed, or Falls, they immediately drop the chest and it is placed in the same square as the character.

Treasure chests give bonus Victory Points at the end of the game. See Game End for details.

## The Board

The board represents two ships that are connected by three gangplanks. The ship and gangplank squares are treated normally. Characters may not voluntarily move into squares that are off the ships or gangplanks. This includes the two squares in between the gangplanks, shown in Orange on the next page. It also includes imaginary squares that are off edges of the ships. Squares not on ships or gangplanks are called Water squares.

The partial squares in the bows of the ships are treated as normal squares.

Actions where the character skips intermediate squares, like Leap or Shadow Step, may move across Water squares.

In addition, characters may move through water squares when using Swing (or Arr! for Two-Eyed Jack).

Any objects that end up in a water square are removed from the game. This includes Treasure Chests, but not the Flagon. The Flagon resets to the center square if it would be removed.

Barrels are also special. They do not enter water squares when rolled. They will stop at the edge of a ship. They may be pushed off of the ship if they are pushed by a table. They will roll across a gangplank onto the other ship if lined up.

As long as tables have at least one square on a ship, other parts of the table may extend onto water squares, and characters are then allowed to move onto them. However if a table is ever completely over water squares it is removed from the game. Any characters on it are Overboard.

## Overboard

If a character is involuntarily moved into a water square they are Overboard. If a character is Overboard:

- ‡ Their character standee is removed from the board.
- ‡ Any objects they are carrying are removed from the game (except the Flagon, which resets).
- ‡ They take all their planned action cards back into their hand, except those that are face up marking Duration actions (like Boast), and immediately plan 2 Action cards.
- ‡ The character who went overboard gives 2 Reputation to the Active character that knocked them off the ship. If it is a teammate, the reputation is discarded to the box as normal.

The next time their character becomes Active, at the start of the planning step they may place their character standee in any vacant starting square on their ship. If there are no vacant starting squares, they may select any vacant square adjacent to one of their starting squares.

If a character who is active this turn goes Overboard but has not taken their action they plan two cards, as noted above, but place their standee back on the board as soon as their character token is drawn.

## Game End and Victory

The Game ends as normal, when the Game End token is turned up.

Each team totals the reputation their characters have. In addition, they gain five reputation for each Treasure Chest that is held by one of their characters, or is not held by a character but is on their ship. Treasure Chests that are on a gangplank square and not held by a character do not give reputation to either side.

The team with the most Reputation wins!

## Notes on Special Abilities

**Lure of the Sea (Buccaneer):** This may be used to move a character into a water square, in which case they are Overboard.

**Leap (Monk):** This action ignores intervening water squares.

**Dragon Kick (Monk):** Dragon Kick ignores water squares when moving, but you cannot end on a water square.

**God Smack (Paladin):** Determine whether characters are Overboard after all four knockbacks from God Smack are resolved. In other words, they don't hit the ground until the end of the action.

**Shadow Step / Shadow Dash (Rogue):** These actions ignore intervening water squares.

