

FACTION GUIDE



cocce Faction Introduction coccee

Factions represent a wide array of coalitions, cultures, and empires with interests in the Caribbean. This guide serves to walk you through the unique rules and gameplay each faction can provide. The great thing about Sea of Legends is not only is each faction unique but the way in which each faction may interact with another can dramatically change your gameplay experience. So make sure you experiment and play with lots of different combinations of factions.

Each Faction has its own Objectives and a unique path to victory as well as unique components used during the game. Captains can ally with factions and join in their victory, or subvert their plans and raise their ire. It's important to remember that Factions can also win the game, so keeping them in check can be an important part of your strategy towards victory.



FACTION GUIDE SECTION

Each faction is explained in a uniform way throughout this book. If you are just browsing for a faction to use and want to get a feel for how they might work on the table, look at the Key Concepts section for each faction.

SETUP

The Setup section lists the components a faction includes and how they are placed on and around the board before gameplay begins.

KEY CONCEPTS

Key concepts explain the motives and fundamentals of how a faction plays. These are not rules per say, but a quick overview to give you as basic an understanding of how each faction works.

FACTION RULES

Because every faction is unique, they have unique rules you will not find in the rulebook. The Faction rules section will cover these rules and explain in detail how this faction is integrated and used in a game of Sea of Legends.

FOLLOWER

Nearly every faction has a smaller NPC miniature and a Stat card called a "follower." The Faction guide walks you through the rules specific to those pieces on the board first.

LEADER

Nearly every faction also has a large NPC miniature and a Stat card called a "Leader." The Faction Guide walks you through the rules specific to these powerful NPCs second.

Again, not every faction has a follower or leader. For example the Spanish Armada have a Follower but no Leader.

FACTION OBJECTIVE AIDS

Sea Of Legends comes with special cards for each Faction called Objective Aids that can be helpful guides for how NPCs move, qualify objectives and act during the Faction Turn. They are intended as quick references and when in doubt a player should always reference and use the rules in the Rulebooks and Faction Guides.



FACTION UNIVERSAL RULES

CAUTIOUS

A Cautious NPC will only target Objectives they can defeat. When determining the shortest path to its Objective, a Cautious NPC will ignore any region in which it would be defeated unless no other path to an Objective exists.

RECKLESS

A Reckless NPC will always target the nearest Objective, even if they cannot defeat it, or if it would result in entering a region occupied by an NPC it cannot defeat.

CAPTURED

Captured Ports are Ports with Flag Tokens to indicate a player or Faction controls a Port. Flags may be placed or removed because of a Challenge Port action, due to Faction rules or even as the result of some Adventures. When placing a Flag, remove any previous Flag in the Port region.

FORTS

Fort tokens indicate a Faction has a strong presence in a Port. A Port region with a Fort token cannot be the target of a Challenge or attack.

A Faction's Fort does not interfere with its own actions and Objectives.

- Forts are placed and removed through Adventures.
- Port regions protected by a Fort are not valid Objectives for an NPC to target as they cannot be attacked. Other objectives in the same region as the Fort token that do not rely upon attacking the Port are still valid.
- When a Fort token is placed, Captain Flags, other Faction Flags, and some special Faction tokens are removed from that Port region
- While a Fort token is present, Captain Flags, other Faction Flags, and some special Faction tokens may not be placed in that Port region.



Spanish Armada

Beset on all sides by rival powers, the Spanish cling to their colonies. Desperate times make for new allies, as they'll gladly employ any pirate offering to aid in their schemes.

SETUP







Faction Cards: 1 Spanish Galleon Stat, 1 Faction Objective Aid, 18 Relic, 3 Event (1–2P), 3 Event (3P+)

Place the Spanish Galleon Stat card (w/ Strength token), 3 Event cards, Faction deck (unshuffled), Flag, and the Fort token in their respective places around the board.

Place 6 Spanish Galleons beside the board. Reduce the number of Spanish Galleons in the supply by 1 for each player over two. Last player places 1 Spanish Galleon in a Sea region.

KEY CONCEPTS

- Spanish Galleons will Cautiously target Captured Ports and remove the opposing Flag.
- If no weaker Ports have been captured, Spanish Galleons will pursue players and weaker NPCs they consider hostile.
- Win Condition: The Spanish Armada are the only faction that cannot win the game.

FACTION RULES

The Spanish Armada represent the Spanish forces present and claiming to have control in the Caribbean at the start of a game of Sea of Legends. Because of this they cannot win the game and don't have characters represented in the app like other factions.

Below when referencing a captured Port what is meant is any Port controlled by a player or Faction other than the Spanish.

SPANISH GALLEON

Rewards: 7 gold

Objective: A Spanish Galleon will Cautiously target Captured Ports.

If there are no Captured Ports they can defeat, the Galleon will Cautiously target players or NPCs.



1. EVALUATE OBJECTIVE

Is there a captured Port whose Strength the Spanish Galleon equals or exceeds?

- Yes—The Spanish Galleon will Cautiously target the nearest one as its Objective. Go to step 2.
- No—The Spanish Galleon will Cautiously target the nearest hostile player or hostile NPC as its Objective. Go to step 2.

2. MOVE

Is the Spanish Galleon's Objective in this region?

- Yes—The Spanish Galleon will not move. Go to step 3.
- No—The Spanish Galleon will move Cautiously toward its Objective. Go to step 3.



3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

Yes—The Spanish Galleon makes a Region Attack.

• Region Attack Result: Defeat all weaker hostile NPCs. All attacked hostile players Exhaust 1 Crew and flee to an adjacent region. Go to step 4.





No—Go to step 4.

4. SPECIAL ACTION

Is there a Captured Port in this region whose Strength they equal or exceed?

Yes—Remove any non-Spanish Flag, then end turn.

No-End turn.

The Spanish Armada does not have a Leader NPC



ATLANTEAN JSURPERS

Atlantis is in revolt. The king flees to the surface world, desperately searching for allies. Hunted by his former subjects, he offers rare relics to those who will aid him against the Seekers.

SETUP



Faction Cards: 1 Seeker Stat, 1 King Alaran Stat, 1 Faction Objective Aid, 3 Legendary Crew, 18 Relic, 8 Atlantean Vault Relic, 3 Event (1–2P), 3 Event (3P+), 3 Lover/Nemesis

Separate the Atlantean Vault Relics from the Atlantean Faction deck.



Place the Seeker Stat card (w/ Strength token), King Alaran Stat card, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, Flag, and the Fort token in their respective places around the board. Place the Atlantean Trophy tokens and Atlantean Wound tokens nearby.

King Alaran is placed by the Atlantean Event card, and not during setup.

KEY CONCEPTS

- King Alaran has fled Atlantis, pursued by Seekers trying to unlock the Atlantean Vault.
- Once he arrives on the board King Alaran moves around the board fleeing the Seekers.
- Seekers are hostile toward King Alaran and Recklessly target him.
- When a Captain defeats a Seeker they are rewarded with Trophies.
- Trophies may be given to King Alaran for special Relics from the Atlantean Vault.
- Win Condition: If the Seekers deal three Wounds to King Alaran, they win the game.

FACTION RULES

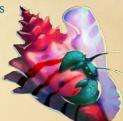
King Alaran must be activated before the Seekers during the Atlantean Usurpers Faction Turn.

WOUNDS: When King Alaran is attacked by a Seeker, he is not defeated. Instead, the Seeker deals a Wound to King Alaran.

- If King Alaran is dealt three Wounds, he is defeated and the Atlantean Usurpers win the game.
- If King Alaran has fewer than three Wounds, the Seeker that inflicted the Wound is removed from play and returned to the supply.

TROPHY: When a player or NPC defeats a Seeker, they gain a Trophy token.

- · Trophy tokens may be given to King Alaran for a reward. Return these Trophy tokens to the supply.
- Trophy tokens may be picked up or dropped by players according to the rules for Faction Objective tokens.



- If an NPC holding a Trophy token is removed from play outside of a Challenge or attack, the Trophy token is placed in the region from which the NPC was removed.
- A Trophy token may be taken by the winning player in a player vs. player Challenge instead of other rewards.

ATLANTEAN VAULT: If a player starts or ends their turn in King Alaran's region, they may exchange one or more Trophies to claim an equal number of Atlantean Vault Relics of the player's choice from King Alaran. This is a free action.

However, if King Alaran is in a region occupied by any hostile NPCs, the player may not exchange a Trophy.

These Relics are kept in a separate deck.

SOLITARY: Seekers are Solitary.

When evaluating their Objective and moving, Solitary NPCs will ignore regions occupied by NPCs of the same type, unless their Objective is in that region.



SEEKER



MERFOLK GUARDIAN

Rewards: 1 Notoriety + Trophy token

Objective: A Solitary Seeker will Recklessly target King Alaran to Wound him.

1. EVALUATE OBJECTIVE

The Solitary Seeker will Recklessly target King Alaran as their Objective. Go to step 2.

2 MOVE

Is King Alaran in this region?

Yes—The Seeker will not move. Go to step 3.

No—The Seeker will move Recklessly toward King Alaran, but must avoid regions with a Seeker. Go to step 3.

3. ATTACK

Is there a hostile NPC, including King Alaran, in this region?

Yes—The Seeker makes an Attack.

Is the strongest hostile NPC King Alaran?

Yes—The Seeker makes an attack, but instead of normal resolution, King Alaran suffers a Wound. Go to step 4.

No—Attack Result: Defeat weaker NPC. After a successful attack, the Seeker moves 1 region closer to King Alaran. End turn.

No— Is there a hostile player in this region?

Yes—The Seeker makes an Attack.

Attack Result: Attacked hostile player Exhausts 1 Crew.
 The Seeker moves 1 region closer to King Alaran. End turn.



4. SPECIAL ACTION

Wound: After a Seeker attacks King Alaran, place a Wound token on King Alaran's Stat card. After dealing the Wound, the Seeker is removed from play. King Alaran does not gain a Trophy token.



Note: Return any Notoriety and/or gold held by the Seeker to the supply. Any Faction Objective tokens the Seeker held should be placed in the region.

End turn.





KING ALARAN

King Alaran is placed on the board when the first Atlantean Event card is revealed.

Elusive: King Alaran doesn't attack.

He is neutral to all players and NPCs,
except for the Seekers, who are
hostile.

• Players and NPCs other than the Seekers cannot attack King Alaran.

Rewards: None

Objective: King Alaran will move away from the nearest Seeker.

1. EVALUATE OBJECTIVE

King Alaran will move away from the nearest Seeker as his Objective. Go to step 2.

2. MOVE

Is there one or more Seekers in play?

Yes—King Alaran will move away from the nearest Seeker. Go to step 3.

No—King Alaran must move into an adjacent region chosen by the first player. Go to step 3.

3. ATTACK

King Alaran does not attack. Go to step 4.

4. SPECIAL ACTION

End turn.



King Alaran



BRITISH EMPIRE

Queen Anne hungers for the riches of the New World. Tailing the Spanish Armada, her navy will stop at nothing to feed her desire for conquest.

SETUP



Faction Cards: 2 NPC Stat, 1 Faction Objective Aid, 1 Royal Treasury, 3 Legendary Crew, 18 Relic, 3 Event (1-2P), 3 Event (3P+), 3 Lover/Nemesis

Place the Naval Officer Stat card (w/ Strength token), Admiral Stat card, Royal Treasury card, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, 7 Flags, and the Fort token in their respective places around the board.

KEY CONCEPTS

- The British Navy is seeking to capture Ports for the British Empire.
- Ports under British control collect 2 gold in Taxes every
- The Admiral arrives when 10 or more gold is collected in the Royal Treasury.
- Win Condition: If the British Empire collects 40 or more gold in the Royal Treasury, they win the game.

FACTION RULES

BRITISH FLAGS: When a British Empire NPC captures a Port, they will always place a Flag. If the supply of 7 British Flags has run out, remove a Flag from the lowest Strength Port without a British Empire NPC and place that Flag in the newly captured Port. Players may not take a Port action in a British Port, unless they are allied with the British or pay a Bribe (see below).

BRIBE: Players may pay 2 gold to the Royal Treasury to take a Port action in a British Port and treat British NPCs in that Port as neutral until the end of the round.

TAXES: At the end of the British Empire's Faction Turn (after the last British NPC completes their turn), place 2 gold (from the supply) per British Port on the Royal Treasury.

ROYAL TREASURY: Bribes and Taxes are collected on the Royal Treasury card. When the British Empire collects 10+ gold, place the Admiral on the strongest British Port. If he is defeated, he will not be placed again by the Royal Treasury. When the British Empire collects 40+ gold on the Royal Treasury, they win the game.



DEFENDER: If a Naval Officer is alone in a British Port, they will Defend it. When an NPC attacks or a player Challenges a Naval Officer in a British Port, use the Strength value of either the Naval Officer or the Port, whichever is higher.



NAVAL OFFICER

Rewards: 7 gold or player captures British Port in this region (and gains the Port reward).

Objective: A Naval Officer will Cautiously target the nearest Port they can Capture for the British Empire, unless already Defending a British Port.



1. EVALUATE OBJECTIVE

Is the Naval Officer in a British Port and the only Naval Officer in this region?

Yes—Defend the British Port as their Objective. See Defender below. Go to step 2.

No—Cautiously target the nearest Port that can be Captured as their Objective. If there is more than one, target the strongest Port. Go to step 2.



2. MOVE

Is the Naval Officer's Objective in this region?

Yes—The Naval Officer will not move. Go to step 3.

No—The Naval Officer will move Cautiously toward their Objective. Go to step 3.



3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

Yes—The Naval Officer makes a Region Attack.

• Attack Result: Defeat all weaker hostile NPCs. All attacked hostile players lose 5 gold and flee to an adjacent region. Go to step 4.

No-Go to step 4.

4. SPECIAL ACTION

Is there a Port they can Capture in this region?

Yes—Place a British Flag and remove any other Flag. Then end turn.



ADMIRAL

BARRAGE: The Admiral's Ally bonus extends to adjacent regions and aids all allied NPCs and/or allied players.

Rewards: 2 Notoriety

Objective: The Admiral will Recklessly target Ports he can Capture for the British Empire.

When the British Empire collects 10+ gold, place the Admiral in the strongest British Port. If defeated, he will not be placed again by the Royal Treasury.



1. EVALUATE OBJECTIVE

Recklessly target the nearest Port that can be Captured as his Objective. If there is more than one, target the strongest Port. Go to step 2.

2. MOVE

Is the Admiral's Objective in this region?

Yes—The Admiral will not move. Go to step 3.

No—The Admiral will move Recklessly toward his Objective.

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

Yes—The Admiral makes a Region Attack.

• Region Attack Result: Defeat all weaker hostile NPCs. All attacked hostile players discard 1 Crew and flee to an adjacent region. Go to step 4.

No—Go to step 4.

4. SPECIAL ACTION

Is there a Port he can Capture in this region?

Yes—Place a British Flag and remove any other Flag, then end turn.

No—End turn.



CHILDREN OF STALOC

The Children of Tlaloc rise from the depths to restore their temples and recover lost relics. If left unchecked, they'll summon a forgotten god to drown their foes.

SETUP

MINIATURES



6 × MERFOLK **GUARDIAN**



TOKENS

4 × SUMMONING RELIC



1 × FLAG

1 × FORT

Faction Cards: 1 Merfolk Guardians Stat, 1 Tetzahuitl Stat, 1 Faction Objective Aid, 3 Legendary Crew, 22 Relic, 3 Event (1-2P), 3 Event (3P+), 3 Lover/Nemesis

Place the Merfolk Guardian Stat card (w/ Strength token), Tetzahuitl Stat card, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, Flag, and the Fort token in their respective places around the board.

Place the 4 Summoning Relic tokens on the four corner regions: Skull Point, Smuggler's Cove, Bridgetown, and Claw Bay. Only the Merfolk Guardians may pick up these Summoning Relic tokens from the board.

KEY CONCEPTS

- The Children of Tlaloc are seeking lost relics and trying to summon Tlaloc
- Merfolk Guardians will move towards Summoning Relics.
- Once a Merfolk Guardian has a Summoning Relic they will return to Tortuga to summon Tetzahuitl.
- Tetzahuitl will seek out Relics in the game.
- Win Condition: When Tetzahuitl holds four Relics, the Children of Tlaloc win the game.

FACTION RULES

SUMMONING RELICS: Summoning Relic tokens are Faction Objective tokens and will be placed on the board during setup.

• Summoning Relic tokens may only be picked up from a region by Merfolk Guardians according to the rules for Faction Objective tokens.



- When a Merfolk Guardian holding a Summoning Relic token is defeated, they will give up the token to the player or NPC as part of their reward.
- If an NPC carrying a Summoning Relic token is removed from play outside of a Challenge or attack, the Summoning Relic token is placed in the region from which the NPC was removed.
- When a player gains a Summoning Relic token, they should also take a Summoning Relic card from the Children of Tlaloc Faction deck.
- One Summoning Relic token and the corresponding Summoning Relic card may be taken by the winning player in a player vs. player Challenge instead of other rewards.
- If a player loses their Summoning Relic token, they also return the Summoning Relic card to the Children of Tlaloc Faction deck, or give it to the player taking the Summoning Relic token.
- Players may only discard a Summoning Relic token by following the special rules on the Summoning Relic card.

SOLITARY: Merfolk Guardians are Solitary. When evaluating their Objective and moving, Solitary NPCs will ignore regions occupied by NPCs of the same type, unless their Objective is in that region.

MERFOLK GUARDIAN

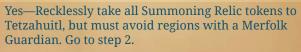
Rewards: 8 gold

Objective: A Solitary Merfolk Guardian will Recklessly target Summoning Relics. They will take Summoning Relics to Tortuga and summon Tetzahuitl, or take the Relics to her if she's already in play.

1. EVALUATE OBJECTIVE

Does the Merfolk Guardian hold one or more Summoning Relic tokens?

Yes—Is Tetzahuitl in play?



No—Recklessly take all Summoning Relic tokens to Tortuga and Summon Tetzahuitl, but must avoid regions with a Merfolk Guardian. Go to step 2.

No—Recklessly target the nearest Summoning Relic token not held by a Children of Tlaloc NPC, but must avoid regions with a Merfolk Guardian. Go to step 2.



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2. MOVE

Is the Merfolk Guardian's Objective in this region?

Yes—The Merfolk Guardian will not move. Go to step 3.

No—The Merfolk Guardian will move Recklessly toward their Objective, but must avoid regions with a Merfolk Guardian, unless their Objective is in that region. Go to step 3.



3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

Yes—The Merfolk Guardian makes an Attack.

- Attack Result: Defeat weaker hostile NPC. If an attacked hostile player holds 1 or more Summoning Relic tokens, take all Summoning Relic tokens. In addition, an attacked hostile player Exhausts 1 Crew and flees to an adjacent region. Go to step 4.
- **No** Is there a neutral or allied player with one or more Summoning Relic tokens? If so, instead of making an attack, the Merfolk Guardian takes all Summoning Relic tokens. Go to step 4.

4. SPECIAL ACTION

What is the Merfolk Guardian's Objective?

A. Taking Summoning Relic tokens to Tetzahuitl.

Is Tetzahuitl in this region and no hostile player and/or hostile NPC remains?

Yes—Give Tetzahuitl all Summoning Relic tokens. End

No-End turn.

B. Taking Summoning Relic tokens to Tortuga.

Is the Merfolk Guardian in Tortuga and no hostile player and/or hostile NPC remains?

Yes—Place
Tetzahuitl in
Tortuga and
give her the



Summoning Relic token. End turn.

No—End turn.

C. Obtaining the nearest Summoning Relic token not held by a Children of Tlaloc NPC.

Are there any hostile players and/or hostile NPCs occupying this region?

Yes-End turn.

No—Is there a Summoning Relic token in this region?

Yes—Pick up the Summoning Relic. End turn.

No-End turn.

TETZAHUITL

ANCIENT POWER: Tetzahuitl gains 1 Strength for each Relic she holds.

SETZAHUITL

Summoning Relics held. Attacked player with the most Relics gives Tetzahuitl a Relic. Then all attacked

Rewards: 1 Notoriety + 1 Notoriety for each Relic held

Objective: Tetzahuitl will Recklessly target players or NPCs that hold a Relic. In the event of a tie, she will target the one with the most Relics.

1. EVALUATE OBJECTIVE

Tetzahuitl will target the nearest player or NPC that holds a Relic or Summoning Relic token. If there

is more than one, the one with the most Relics and/or Summoning Relic tokens is her target. Go to step 2.



Is Tetzahuitl's Objective in this region?

Yes—Tetzahuitl will not move. Go to step 3.

No—Tetzahuitl will move Recklessly toward her Objective. Go to step 3.

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

Yes—Tetzahuitl makes a Region Attack.

- Region Attack Result: Defeat all weaker hostile NPCs. All players give all Summoning Relic tokens to Tetzahuitl. The player with the most Relics gives Tetzahuitl a Relic. Then all attacked hostile players flee to an adjacent region. Go to step 4.
- No— Is there a neutral or allied player with one or more Relics or Summoning Relic tokens? If so, instead of making an attack, Tetzahuitl takes all Summoning Relic tokens. The player with the most Relics gives Tetzahuitl a Relic. Go to step 4.

4. SPECIAL ACTION

Tetzahuitl takes all Summoning Relic tokens from any Merfolk Guardian in the same region. End turn.





PROCESS FACTION GUIDE COCCOCO

THE DREAD STIDE

Cursed by the Fountain of Youth, Undead Soldiers ravage the islands. Forming Hordes, the Dread Tide threatens to Infest the entire Caribbean.

SETUP

MINIATURES

1 × SKELETAL COLOSSUS

6 × UNDEAD SOLDIER



TOKENS

5 × INFESTATION TOKEN



1 × FLAG

1 × FORT

Faction Cards: 1 Undead Soldier Stat, 1 Skeletal Colossus Stat, 1 Objective Aid, 3 Legendary Crew, 18 Relic, 3 Event (1-2P), 3 Event (3P+), 3 Lover/Nemesis

Place the Undead Soldier Stat card (w/ Strength token), Objective Aid (tarot), Skeletal Colossus Stat card, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, Flag, and the Fort token in their respective places around the board. Place the Infestation tokens nearby.

KEY CONCEPTS

- Undead Soldiers Recklessly move towards each other and Unite to form dangerous Hordes.
- The first time a Horde is formed, the Skeletal Colossus rises up replacing the Horde.
- Even if defeated, whenever a Horde is formed and the Skeletal Colossus is not in play he will rise again.
- Hordes and the Skeletal Colossus Recklessly target Ports
- Win Condition: When the Dread Tide Infests five Ports, they win the game.

HORDE: A Horde is a United group of three Undead Soldiers. A Horde replaces the Undead Soldier Objective with a new Objective to Recklessly target and Infest Ports.

If the Skeletal Colossus is not in play, a Horde will immediately be replaced with the Skeletal Colossus (return the three Undead Soldiers to the supply). If the Skeletal Colossus is placed on the board during a turn, the Skeletal Colossus will complete any remaining portions of the turn of the Horde it replaced, including moving, attacking, and/or special actions.





Any remaining Undead Soldiers in excess of the three needed to create the Horde and/or Skeletal Colossus will move to form new Hordes instead of joining an existing Horde.

Calculate the strength of a Horde based upon all Undead Soldiers in the region. The reward for defeating a Horde is the cumulative gold value of each Undead Soldier. However, a Horde gains the same Objective and Region Attack as the Skeletal Colossus.

INFEST: The Objective of a Horde or the Skeletal Colossus is to Recklessly Infest Ports. A Horde or the Skeletal Colossus will Infest a Port region as its special action. During the special action phase, if in an Uninfested Port, place an Infestation token.

- An Infestation token cannot be placed in a Port region with an opposing Fort.
- When an opposing Fort is placed, remove any Infestation token.





FACTION RULES

UNITED: When an Undead Soldier occupies a region with another Undead Soldier, they immediately join together to become a single NPC for all purposes: activation, Objective evaluation, move, attack, and special action. If Undead Soldiers become United during a turn, they complete their turn as if all United Undead Soldiers were part of the initial activation.

When three or more Undead Soldiers occupy a region, a Horde is immediately formed.

INFESTED PORT: Players may not Take a Port Action at an Infested Port, but they may still Go on an Adventure or Declare a Challenge.

- NPCs may still make attacks and resolve special actions.
- An Infestation token is not a Flag and does not replace a Flag when placed.
- A Player capturing an Infested Port may remove the Infestation token.

UNDEAD SOLDIER

Attacked player loses 5 gold and flees.

nfest: If a Horde is in an

uninfested Port with no hosti NPCs or hostile players, place



SKELETAL COLOSSUS

Region Attack: Defeat all weaker NPCs. All attacked

nfest: If the Skeletal Colossus is in an uni Port with no hostile

players discard 1 Crew and flee If in a Port region, Infest.

UNDEAD SOLDIER

Unite: Undead Soldiers Unite immediately if they share a region and continue their activation. If a Horde is formed by the Uniting Undead Soldiers, it will resolve the remainder of its activation following the Skeletal Colossus/Horde turn order.

Rewards: 5 gold

Objective: An Undead Soldier will Recklessly form a Horde by Uniting with other Undead Soldiers.

1. EVALUATE OBJECTIVE

Is there an Undead Soldier in another region?

Yes—Identify the nearest Undead Soldier. Recklessly target its region as their Objective. Go to step 2.

No—The Undead Soldier has no Objective. The Undead Soldier's Activation must be resolved according to the Objectiveless NPC rules. Then end turn.

2. MOVE

Is the Undead Soldier's Objective in this region?

Yes—The Undead Soldier will not move. Go to step 3.

No—The Undead Soldier will move Recklessly toward their Objective. Go to step 3.

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

Yes—The Undead Soldier makes an Attack.

• Attack Result: Defeat weaker hostile NPC. An attacked hostile player loses 5 gold and flees to an adjacent region. Go to step 4.

No-Go to step 4.

4. SPECIAL ACTION

None. End turn.

SKELETAL COLOSSUS

Horde: A Horde of Undead Soldiers follows the Skeletal Colossus turn order.

Rewards: 2 Notoriety

Objective: The Skeletal Colossus/ Horde will Recklessly target Ports to Infest.

1. EVALUATE OBJECTIVE

Identify the nearest Port that can be Infested. Target this Port as its Objective. Go to step 2.

2. MOVE

Is the Skeletal Colossus/Horde's Objective in this region?

Yes—The Skeletal Colossus/Horde will not move. Go to step 3.

No—The Skeletal Colossus/Horde will move Recklessly toward its Objective. Go to step 3.

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

Yes—The Skeletal Colossus/Horde makes a Region Attack.

• **Region Attack Result:** Defeat all weaker hostile NPCs. All attacked hostile players discard 1 Crew and flee to an adjacent region. Go to step 4.

No—Go to step 4.

4. SPECIAL ACTION

Is there a Port it can Infest in this region?

Yes—Place an Infestation token. End turn.





