

THE KAISER'S PIRATES

Card Game

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Introduction

This is a game of strategy and chance for one to four players based on World War I (1914-1918) naval commerce raiders—where Imperial German warships and disguised raiders plied the sea lanes in search of merchant ships. In multi-player games, two to four players command a force of warships and raiders as they try to capture and sink the greatest number of merchant ships while simultaneously attempting to eliminate their opponents' raiding forces. With four players, they may play as individuals or as two teams. In the solitaire game, a single player battles a "phantom" player for control of the sea lanes.

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1.0 Game Parts

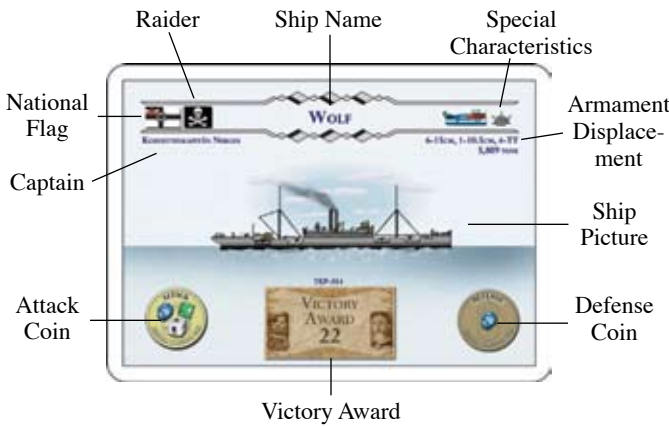
1.1 The Cards:

There are four different decks of cards. Two are “Ship decks”—there is a deck of 20 German Warships & Raiders and a deck of 60 Merchantmen. The third deck is the “Action deck;” it contains 100 cards. The fourth and final deck is the “Solitaire deck;” it contains 20 cards. This edition also includes 8 additional Action cards originally sold as an expansion set in earlier printings.

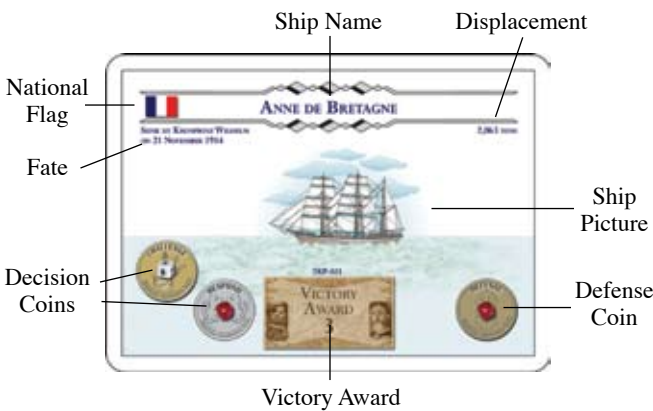
1.1.1 The Ship Card Decks

Each ship card, referred to simply as a ship, contains a picture and information about a different historical vessel from World War I. There are two types of ship cards, “Warships & Raiders” and “Merchantmen.”

Warships & Raiders



Merchantmen



1.1.2 The Action Card Deck

There are 47 different types of cards in the Action deck and all are “double-use” cards that, when played, may be used in one of two ways—as an Intercept! card or as the action listed on the card. The two uses are oriented differently on a card, Actions are vertical, and the Intercept! section is horizontal. See 3.2.1 for how to orient Action cards to make it clear what your intentions are. This is called “committing” the card. Uses and restrictions are printed on the card.

Action Card



BACKGROUND COLOR: The background color of the Action Card determines the type of Action card it is:

- Tan = Regular Action Card
- Blue = Reaction Card
- Green = Assist Card

REACTION AND ASSIST CARDS: Some cards are “Reaction” cards, which are played in response to another player’s Action card, or are “Assist” cards, which are only played in combination with an Intercept!, Raider Mine attack, or submarine torpedo or mine attack. See section 3.3 for a summary explanation of all Action cards.

1.1.3 The Solitaire Deck.

Section 5 explains how to play *The Kaiser's Pirates* as a solitaire game. This deck is included for that purpose, but has no use in games with 2 or more players.

1.1.4 Card Notations & Special Characteristics

A number of graphic aids are included to provide visual information to the players, although the same information is also included in the game’s rules and/or card rules. Coins containing images of dice show the kind of dice to roll for a specific action. Other symbols indicate special characteristics or capabilities. Cards may have individual or multiple graphic aids, indicating that all of those particular actions or characteristics are in effect.



Attack Coins: Warships, Raiders, Action cards and Solitaire cards have Attack Coins that indicate the dice to roll when attacking. Attack factors represent an abstracted value of the number and size of guns, mines, torpedo tubes (TT) and Depth Charges available. There are five types of Attack Coins: ‘Attack—a composite of multiple weapon types’, ‘Mine Attack—Mines’, ‘Torp Attack—Submarine Torpedoes’, ‘Gun attack—Q-Ship Guns’, ‘DC Attack—Q-Ship Depth Charges’.



Defense Coins: Ships, Action cards and Solitaire cards have Defense Coins that indicate the dice to roll when defending. Factors represent an abstracted value of the ability to avoid or absorb damage and is based on a number of factors including, ship type, armor, internal compartmentalization and displacement.



Decision Coins: Merchantmen, Action cards and Solitaire cards have a pair of decision coins—these are always presented in pairs. Decision coins list the dice that are used to resolve special situations that require a Challenge (successful) or Response (unsuccessful) result. The player initiating the action or playing the card rolls the “Challenge Dice” while the opposing player rolls the “Response Dice”. Situations requiring this die roll are identified by the presence of these ‘Challenge Dice’ vs. the ‘Response Dice’. For example, will a warship be interned and sit out the war—Challenge Dice are 10/8 vs. Response Dice of 10; or will a Q-Ship lure a submarine into a gun duel—Challenge Dice of 10/4 vs. Response Dice of 10. Resolution works the same as the rest of the game’s die rolls—See 3.2.7.



Raider: The fourteen German ships with this symbol next to their national flag are classified as Raiders. These ships had a special ability to disguise their identity and deceive opponents. Raiders may not be attacked unless they are first “recognized” (See 3.2.3). The remaining six German ships without this symbol are classified as Warships.



Night Action –1: The Intercept! section of some Action or Solitaire cards includes this symbol or notation. When those cards are used for any intercepts, they take place at night, when offensive capabilities are reduced. However, during Night Actions, some Reaction cards may not be played.



Mines: Some Raiders and Submarine cards have the ability to lay mines. This special capability enables them to broadly attack groups of Merchantmen.



Coal Pile (see optional rule 6.1): All Warships and some Raiders with this symbol on their cards have a high demand for coal (fuel) and are more susceptible to falling into and less capable of recovering from a Limited Supply situation.



Sails (see optional rule 6.2): Since it was primarily a sailing vessel, the Raider *Seedler* is less susceptible to falling into a Limited Supply situation. However its slower speed may hamper its ability to escape or its ability to Intercept! fast Merchantmen.



Wölfchen (see optional rule 6.3): A rarity for WWI, the Raider *Wolf* carried a small reconnaissance aircraft (Wölfchen—Wolf Cub) that it used to scout ahead for prime targets and to also steer clear of potential threats.



Fast Raiders (see optional rules 6.6 & 6.10): The five Raiders, *Berlin*, *Cap Trafalgar*, *Kaiser Wilhelm der Grosse*, *Kronprinz Wilhelm*, and *Prinz Eitel Friedrich* were all converted passenger liners and are classified as Fast Raiders.

1.2 Dice

The Kaiser's Pirates includes eight dice, two white six-sided—“d6”, two green eight-sided—“d8”, and two blue ten-sided—“d10”, plus two red dice which have 8 sides but the numbers 1-4 are listed twice, which we call a “d4” in the rules. These dice

are used to determine results. Note that some versions of d10s are numbered 0-9. In those cases, treat the 0 as 10. A set of four dice is composed of one of each color and is used by the players to determine combat and other results. When one die is rolled, the number rolled on it is used as the result. When two or three dice are rolled, the highest number rolled appearing on any of the dice is used as the result. **Rolling more dice gives players a better chance for a single higher number.**

EXAMPLE: If a red 4 and a green 2 are rolled, the only number used for a result is the 4.

1.3 Markers



1.3.1 Damage Markers: The red markers are used to indicate damaged ships. If temporary shortages occur, any handy markers such as coins, buttons, etc., may be used for additional damage markers. An ample supply is provided for most games.



1.3.2 Limited Supply Markers: The black markers are used to indicate Warships or Raiders with Limited Supply.

2.0 Operational Setup

In *The Kaiser's Pirates*^(tm), all players command a Force of German Warships and/or Raiders seeking to score more Round Points than their opponents. Secondly, all players also assume the role of the British Forces as they simultaneously attempt to keep their opponents from achieving success.

Playing once through the Action card deck is called a ‘Round’ while a complete game consists of three Rounds. A Round ends immediately once the last Action card is drawn with no further play allowed, so the player who draws the last Action card **receives the final** turn. Players start a game seated around the table in any agreeable order, but must maintain the initial seating arrangement throughout the game.

2.1 First Round Deal

For the first Round, a player shuffles and deals the Action card deck while another player shuffles and deals the Warships & Raiders and the Merchantmen decks. Note, when playing the game, keep the Warships & Raiders in one deck and the Merchantmen in a separate deck.

2.1.1 Four Players: In any four-player Game, secretly remove 20 Action cards (resulting in a play deck of 80 Action cards) before dealing each Round. Set the unused cards off to the side out of play.

2.1.2 Three Players: In a three-player Game, secretly remove 40 Action cards (resulting in a play deck of 60 Action cards).

2.1.3 Two Players: In a two-player Game, secretly remove 60 Action cards (resulting in a play deck of 40 Action cards).

2.1.4 Players may collectively agree to remove more or fewer Action cards at the start of each Round. Removing more cards

shortens a Round, while adding cards lengthens a Round. We recommend that players never use ALL the Action cards, so that it is not possible to know the exact mix of the Action cards in the deck — there should always be some “Fog of War.”

2.1.5 Deal each player three cards from the Warships & Raiders deck, three cards from the Merchantmen deck, and six Action cards. Place the remaining cards of the three decks facedown in convenient spots on the table to be drawn from during the Round.

2.2 Setup

The Warships & Raiders and Merchantmen dealt to each player constitute that player’s Force. Players should arrange their Force in two rows face-up in front of themselves—the three Warships and/or Raiders occupying the row closest to the player, with the three Merchantmen occupying the row furthest from the player. The Action cards dealt to each player constitute that player’s hand, and should be kept hidden from all players, including teammates.

2.3 Assign Round Points

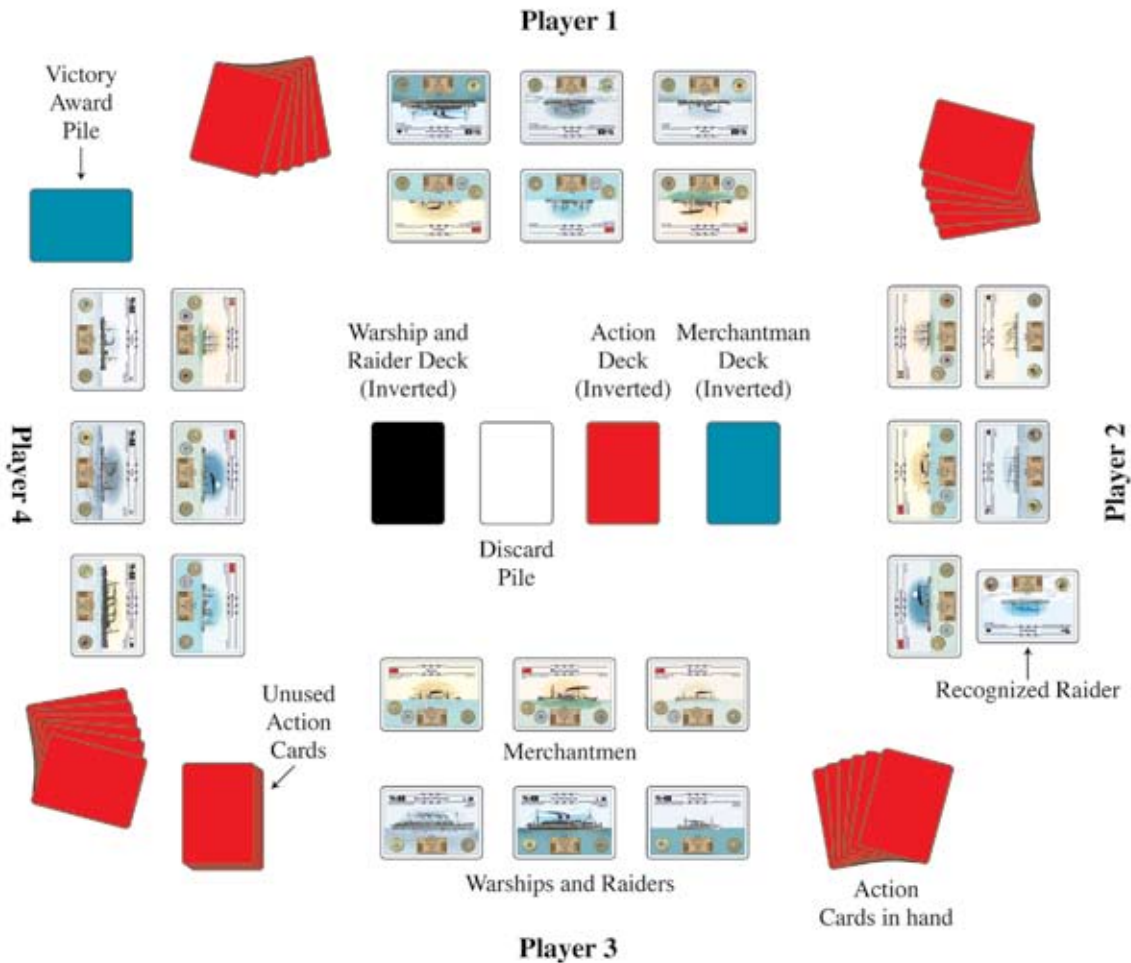
At the end of a Round, each player counts their Victory Awards to determine the number of “Round Points” to be assigned. Victory

Awards are printed on each Warship, Raider and Merchantman card. In addition, some Action cards, (one example is *SUBMARINE U-27*) also have a Victory Award.

2.3.1 The player adds the listed Victory Award value for each Warship, Raider, and Merchantman in his Victory Award pile and any Prize Ships that are in the player’s Force at the end of a round.

DOUBLE VALUE CARDS: Since Prize ships that achieve Safe Passage and those merchantmen sunk in combination with a *SPECIAL CARGO* card are counted at twice their listed Victory Award, it is best to keep them facedown in a separate Victory Award pile to differentiate them from those merchantmen scoring just their listed Victory Award.

RAIDER & WARSHIP CARD LIMIT: A player may not score Victory Awards for more Raider & Warship cards than Merchantmen cards scoring Victory Awards (including prize ships). Any excess Raiders & Warships cards are randomly discarded and not counted in that player’s Victory Award total. *For example, player “A” sank one Merchantman, captured one Prize Ship and sank three Warships & Raiders. Since the player only has two Merchantmen, one of the three Warship & Raider cards must be randomly discarded and does not count in player A’s Victory Award total.*



2.3.2 The player adds the listed Victory Award value from each “point scoring” Action card they acquired to the Victory Awards they totaled for sunken ships.

2.3.3 The players then compare their Victory Award totals. The lowest scoring player is then awarded 1 Round Point for that Round; 2 Round Points to the next highest scoring player; on up to 4 Round Points to the highest player. Players should also keep track of their individual total Victory Awards for possible use as a “tie breaker” when the game ends.

In a three-player game, only 1, 2 or 3 Round points are awarded. In a two-player game, only 1 or 2 Round points are awarded.

ZERO VICTORY AWARDS: If a player totals 0 Victory Awards for a Round, they receive 0 Round points. The other players still receive their normal Round Points. They do not move down a position if a player scores 0 Round Points. *For example, in a three-player game, player “A” has 27 Victory Awards, player “B” has 0 Victory Awards while player “C” has 68 Victory Awards. Player “C” receives 3 Round Points, player “A” receives 2 Round Points while player “B” receives 0 Round Points.*

TIES: In the event of a Victory Award tie, award both players the higher Round Points; lower scoring players do not move up a position. *For example, in a four-player game, both players “A” and “B” have 39 Victory Awards, player “C” has 72 Victory Awards while player “D” has 18 Victory Awards. Player “C” receives 4 Round Points, both players “A” and “B” both receive 3 Round Points while player “D” receives 1 Round Point.*

2.4 Subsequent Round Deals

At the end of first and second Rounds, return all unused Action cards to that deck. Remove all Damage and Limited Supply markers from the ships. Remove all un-sunk Merchantmen and place them face-up at the bottom of the Merchantmen deck to show they have already been used. After recording their Victory Awards, return all sunken Warships, Raiders, Prize Ships and Merchantmen face-up at the bottom of their respective decks to show they have already been used. Return any “point scoring” Action cards to that deck.

2.4.1 Players with one or more surviving Warships and/or Raiders have a choice to make. They can discard all their remaining Warships/Raiders, or they may choose to keep one of them for use in the next Round, but at a penalty (see 2.4.5). If they have more than one Warship & Raider remaining, they must discard all but one of those ships. Extra ships may not be transferred to other players (except in a Team Game, when this is allowed. See 4.9). Place the discarded ships face-up at the bottom of the Warship & Raider deck to show they have already been used.

2.4.2 Deal each player three new Merchantmen cards.

2.4.3 Deal each player enough new Warships & Raiders cards to equal a total of three ships. All Raiders start unrecognized.

2.4.4 Create a new Action card deck by shuffling the Action card deck (including those cards that were set aside at the beginning of the Round); secretly remove the appropriate number of cards;

and deal each player six Action cards, unless they choose to keep one of their Warship or Raider cards from the previous Round.

2.4.5 If a player retained one of their Warships or Raiders from the previous Round, they are dealt only five Action cards to begin the round.

2.5 Winning a Game

After awarding the Round Points at the completion of the third Round, the players compare their total Round Points for all three Rounds. The player with the highest total is declared the winner. In the event of a tie, the players’ total Victory Awards for all three Rounds is used as the tiebreaker. In the rare event that the total Victory Awards are also tied, play another Round to determine the winner.

3.0 Playing the Game

In the normal course of play during a Round, players execute “turns” clockwise around the table using their Action cards to sink their opponents’ Warships, Raiders, and Merchantmen or defend their own ships. During most turns, except when Reaction cards are played, the player currently executing a turn is considered the “attacker” while the player whose ships are under attack is considered the “defender.” Actions described as taking place with a friendly player or ships only apply to the player who is taking the action.

If a player loses all of their Warships & Raiders during a Round, that player continues playing in the Round, drawing and playing Action cards where possible. A *BREAKOUT* card may also give the player additional Warships & Raiders later during the Round.

3.1 Player Turns

At the beginning of the first Round, each player rolls a d10 (roll off any ties). The player with the highest result takes the first turn. As an alternative, the player with the three Warships & Raiders totaling the lowest Victory Award (roll off any ties) takes the first turn. In Rounds two and three, the player with the lowest total Round Points takes the first turn (roll off any ties). After determining who goes first, the individual players take their turns clockwise around the table.

3.1.1 The player executing a turn may play any or all desired and legal Action cards or may decide not to play any Action cards at all. Actions described as taking place with a friendly player or player’s ships only apply to the player who is taking the action. After playing all “committed” Action cards (see 3.21 below) or if none are played, the player then completes his turn by drawing one new Action card from the facedown Action card deck.

PLAYER’S NOTE: Yes, this really means you can play as many action cards as you want to (and are legal) in your turn, but at the end of your turn, you only draw one, so making a big play one turn will impact your ability to respond to attacks against you or make plays in future turns.

HAND SIZE: There is no limit to the number of Action cards players may have in their hands.

3.1.2 Except for playing a *SCUTTLE* or *PULL THE PLUG* card, a player may never deliberately do anything that might sink or damage a friendly ship.

3.1.3 Attacking Restrictions: During a player's turn, all Action cards used to Intercept! ships, lay mines, or conduct submarine attacks must be played against those ships belonging to the same opposing player. This includes Warships, Raiders, Prize Ships, and Merchantmen.

Each *friendly* Warship or Raider may conduct only a single Intercept! or lay mines once per turn. Each *opposing* Warship, recognized Raider/Prize Ship, or Merchantman may only be intercepted once per turn, including the Intercept! result of interrogation.

Opposing Merchantmen (not Prize Ships) may be attacked multiple times per turn through the use of a single Intercept! and any number of mines and/or submarines.

3.1.4 Non-Intercept! Target Restrictions: During a player's turn, non-Intercept! Action cards (e.g., *DECEPTION*, *FOG BANK*, and *INTERNED*) may be played against the same player who was intercepted and/or one other player.

If the player executing the turn did not attempt an Intercept!, lay mines, or to conduct submarine attacks, any non-Intercept! Action cards may only be played against one other player.

3.1.5 Discards: At the end of each player turn, the player executing the turn discards all their committed cards first, face-up in the discard pile, ordering the cards as desired. If the defending player played any Reaction cards, they discard those cards second, face-up in the discard pile, again ordering the cards as desired.

Any committed but un-played Action cards are also discarded.

ILLEGAL ACTIONS: If an illegal card is inadvertently committed or played, it must be discarded.

3.1.6 Draw Merchantman: At the end of any player's turn, if any Merchantmen were sunk or attained safe passage, players should draw an appropriate number of cards so that each player starts the next turn with three Merchantmen.

3.1.7 Review Discards: During the course of play, players may at any time review the top two cards in the discard pile.

3.1.8 Review Victory Awards: During the course of play, players may ask for a summary or review the other players' Victory Awards.

3.1.9 Count Action Cards: During the course of play, players may count the remaining Action cards to be drawn to determine the number of remaining turns.

3.1.10 Reshuffle: Reshuffle both the Warship & Raider deck and the Merchantmen deck when either deck is exhausted.

3.2 Playing and Committing Action Cards

At the start of a turn, the player executing the turn must commit all Action cards to be played during the turn by placing them facedown on the table. The player executing the turn may never play uncommitted cards from his hand (except for the Reflag card) or return committed but un-played cards to his hand. To avoid any confusion, just set the remaining hand aside after committing Action cards for the current turn. Once all Action cards are committed, they are resolved in any order desired by the player executing the turn. Reaction cards may be played in response.

3.2.1 Committing Action Cards

Since all Action cards are double use, when they are committed they must be faced in such a manner that it is obvious which "half" is being used.

Warships & Raiders conducting an Intercept!, have a single Intercept! Action card placed on top of the ship, with the card turned "sideways" so that, when turned over, the Intercept! directions are readable.

Raiders laying mines have a single *LAY MINES* card placed on top of the ship, with the card placed "vertically," so that the Action portion can be read when the card is turned over.

Each British Forces Intercept! of an opposing Warship and/or recognized Raider or recognized Prize Ship must have a single Intercept! Action card placed horizontally in front of the player's Force.

All other committed Action cards are placed in front of the player's Force. Assist cards can only be played in combination with an Intercept!, Raider Mine attack or submarine torpedo or mine attack. Assist cards may be identified by having a green background color in the text portion, where regular Action cards have a tan background.



EXAMPLE: One Action Card is placed horizontal and used to Intercept! another player's Merchantmen. Two other action cards have been committed to the Intercept! (placed up front and inverted).

3.2.2 Playing Reaction Cards

Reaction cards are part of the Action card deck, but can be played during an opposing player's turn in 'reaction' to the play of an Action card. Reaction cards may be identified by having a blue background in the text portion, where regular Action cards have a tan background.

Reaction cards are played directly from the defending player's hand in response to an Action card. (It is not required to "commit" Reaction cards in advance.)

Only a single Reaction card may be played to counter each Intercept! or single Action card.

3.2.3 Intercepting Warships, Raiders and Prize Ships

The Intercept! Section of each Action card includes Attack Coins adjacent to a British White Ensign flag. Players should use the indicated dice to Intercept! Warships, Raiders, or Prize Ships.

DISGUISED VESSELS: Raiders and Prize Ships are normally "disguised" vessels and therefore may not be intercepted unless they are first "recognized" by some action. There are a number of Action cards that cause a Raider or Prize Ship to be recognized (and to be disguised again). Once it is recognized, rotate the ship card 90° to indicate that it is now recognized; rotate it back to a normal position if it again becomes disguised. The British Forces may intercept only recognized Raiders or Prize Ships.

WARSHIPS: Warships are considered recognized at all times, and therefore may be intercepted by the British Forces at any time. Warships may never disguise their identity.

ASSIST CARDS: Only a committed *SURPRISE ATTACK* or *SEARCH-LIGHT* card may be used as part of the Intercept!.

VICTORY AWARD: Sunk Warships, Raiders, or Prize Ships are added to the intercepting player's Victory Award pile.

3.2.4 Intercepting and Attacking Merchantmen

Merchantmen can be attacked in several ways: with Intercept! by opposing Warships & Raiders, by Raider or Submarine-laid mines, and by submarine torpedo attacks, **each with the respective Attack Coins found on their cards**. Merchantmen are considered "recognized" at all times, and therefore may be intercepted at any time. Merchantmen may never disguise their identity.

ASSIST CARDS: Any number of additional committed Assist cards may be used as part of the Intercept!.

VICTORY AWARD: Sunk Merchantmen are added to the intercepting/attacking player's Victory Award pile.

3.2.5 Prize Ships

An Intercept! of a Merchantman may result in its capture. Captured Merchantmen are referred to as Prize Ships and are added to a player's back row along with their Warships & Raiders. To capture a Merchantman, a *BOARDING PARTY* and/or *NON-COMBATANT* card must be played as part of the Intercept!.

AUTOMATIC RESUPPLY: A Prize Ship automatically provides re-supply to the intercepting ship, if it has Limited Supply, and the owning player can remove the Limited Supply marker.

DOUBLE VICTORY AWARDS: If a Prize Ship survives until the end of a Round or achieves Safe Passage (3.2.6) during a turn, it is added to the owning player's Victory Award pile and is counted at twice its listed Victory Award. If a Prize Ship is subsequently sunk, only its listed Victory Award is awarded to the intercepting/attacking player.

3.2.6 Safe Passage

Whenever an undamaged Merchantman or undamaged Prize Ship survives an Intercept! **including *BREAK CONTACT* or *SHALLOW RUN*** (not Mines or Submarine attacks), it may immediately attempt to sail to a friendly port. This is called Safe Passage. Some Action cards, e.g., *FAIR SEAS*, also call for a Merchantman or Prize Ship to attempt a Safe Passage and may also apply a dice roll modifier.

PROCEDURE: Each Merchantman card has its own Safe Passage Challenge/Response Decision Coins. The owning player rolls the 'Challenge' while any other player rolls the 'Response'. If successful, the ship is removed from play and added to the owning player's Victory Award pile; it is counted at its listed Victory Award (a Prize Ship at twice the listed Victory Award). If unsuccessful, nothing further happens and play continues normally. A Merchantman may roll for Safe Passage any number of times.

3.2.7 Rules for Dice Rolls

Most Action cards that are played and other decisions require dice rolls to determine the outcome. When dice are rolled, they are rolled "competitively." There is always an attack or challenge (successful) roll and a defense or response (unsuccessful) roll. Players can find which dice they need to roll for a particular effort within the appropriate "coin" area on the Ship or Action/Solitaire cards. Opposing players roll the indicated dice, noting which type of dice and how many to roll, and compare the results to determine the outcome. **Only the single highest number rolled from each set of dice is used, NEVER add dice together.** (See example in 1.2.)

Intercept! and Attack Resolution: There are three possible results:

- **DAMAGED:** If the highest modified attack number rolled **exceeds** the highest modified defense number rolled but does not double it, the ship is damaged and is marked with a Damage marker.
- **SUNK:** If the highest modified attack number rolled exceeds the highest modified defense number rolled and at least **doubles it**, the ship is sunk and added to the victorious player's Victory Award pile.
- **NO EFFECT:** If the highest modified attack number rolled **equals or is less than** the highest modified defense number rolled, there is no effect. Note that if a damaged ship is damaged again, no additional Damage marker is placed—additional damage has no effect (see optional rule 6.8).

Challenge Resolution: If the highest modified 'Challenge' number rolled exceeds the highest 'Response' number rolled, the decision was successful. If the highest modified 'Challenge' number rolled equals or is less than the highest 'Response' num-

ber rolled, the decision was unsuccessful.

Dice Roll Modifiers: Some Action cards or situations call for one or more modifiers to be added or subtracted from the Attack/Challenge dice roll result or subtracted from the Defense dice roll result. All of these modifiers are cumulative. A result may be increased to any value, but is never reduced below a 1 for comparison purposes.

Limited Supply: When a Warship/Raider with Limited Supply attempts an Intercept!, a –2 modifier applies to the attack dice roll result (mine laying is not considered an Intercept!). Note that Limited Supply does not impact a ship's defensive capability.

Damaged Ships: When a damaged Warship/Raider attempts an Intercept!, a –2 modifier applies to the attack dice roll result (mine laying is not considered an Intercept!). When a damaged ship is intercepted or attacked, a –2 modifier applies to the defense dice roll result.

Night Action –1: When intercepting at night, a –1 modifier applies to the attack dice roll result.

3.2.8 Using Action Cards

After all Committed Action cards are placed facedown on the table, the owner plays them (turns face up) in any desired order. As Action cards are played, set them aside

AGAINST MERCHANTMEN: For intercepts of Merchantmen, announce the target ship and turn the Intercept! Action card face up that was placed on the intercepting Warship or Raider. If any other Assist cards are to be part of the Intercept!, turn them face up at this point.

MINE ATTACK: For Raiders laying mines, announce the action and turn the *LAY MINES* card that was placed on the Raider face up. If any other Assist cards are to be part of the mine attack, turn them face up at this point.

WARSHIPS, RAIDERS & PRIZE SHIPS: For intercepts of Warships or recognized Raiders and Prize ships, announce the target ship and turn the Intercept! Action card that was placed in front of the player's Force face up. If any other Assist cards are to be part of the Intercept!, turn them face up at this point.

For all other actions, the player should announce the action and turn face up the Action card that was placed in front of his Force



EXAMPLE: Jeff wants to attack Craig's Raider. He commits one Action Card horizontally (to conduct the Intercept!) and one Action Card vertically as an Assist Card.

3.2.9 Example of Play

Here is an example of one complete turn of play. We pick up the action in the middle of a three player game involving Jeff, Craig, and Jay (in that order).

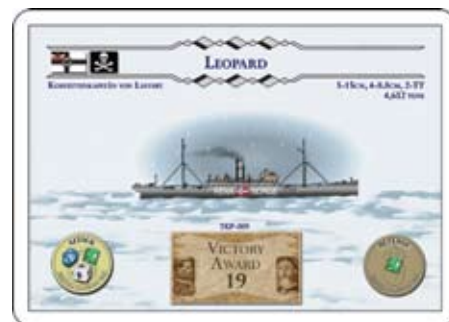
Jeff's Turn

During his turn, Jeff decides to Intercept! Craig's recognized Raider *Leopard*. Thinking he will not have a chance to play it otherwise, Jeff decides to use the *RECALLED* card for the Intercept! by placing it facedown in front of his Force with the Intercept! half (horizontal section) of the card positioned for reading. In addition, Jeff also places a *SURPRISE ATTACK* card facedown in front of his Force with the *SURPRISE ATTACK* half (vertical section) of the card positioned for reading.

Jeff announces the Intercept! against the *Leopard* by turning up the Intercept! portion of the *RECALLED* card and also turns up the *SURPRISE ATTACK* card and announces it as part of the Intercept!. The only Reaction card Craig has in his hand is a *SHALLOW RUN* card—Jeff's *SURPRISE ATTACK* card precludes its play.



Jeff selects the blue and green dice as the Attack Coin listed next to the British White Ensign flag in the Intercept! portion of the *RECALLED* card. Craig selects a single green die listed as the *Leopard's* Defense Coin.



Both players simultaneously roll their dice. Jeff rolls a blue 4 and a green 6. The 6 is modified to a 8 due to the *SURPRISE ATTACK* card being part of the Intercept!. Craig rolls a 4. Since Jeff's modified result of 8 is at least double Craig's result of 4, the *Leopard* sinks and its card is added to Jeff's Victory Award pile.

Jeff discards the two Action cards he played and then draws a new Action card to end his turn.

Craig's Turn

During his turn, Craig decides that turnabout is fair play and will now conduct his own Intercept! with the Raider *Prinz Eitel Friedrich* and a torpedo attack against Jeff's three Merchantmen—the *Matheran*, *Lovat* and *Maria*. Since Craig does not have any Raiders capable of laying mines, he decides to use the Intercept! portion of a *LAY MINES* card by placing it facedown on the *Prinz Eitel Friedrich* with the Intercept! half (horizontal section) of the card positioned for reading. In addition, Craig also places *GOOD HUNTING*, *BOARDING PARTY*, and *SUBMARINE U-27* cards facedown in front of his Force, all with the non-Intercept! half (vertical section) of the card positioned for reading.



Craig announces the Intercept! against two of Jeff's Merchantmen, the *Matheran* and the *Lovat*, by turning up the Intercept! portion of the *LAY MINES* card on the *Prinz Eitel Friedrich* and also turning up the *GOOD HUNTING* card, announcing it as part of the Intercept!. (As you can see, the *GOOD HUNTING* card allows him to make two Intercept! attempts with a single ship.) Since Craig plans to board the *Lovat* second, the *BOARDING PARTY* card is not yet turned up—he does not want to give anything away. Luck-

ily, Jeff has some defensive responses available with single *QQQ* and *FAST SHIP* cards.

Jeff decides to commit his *QQQ* card against the *Prinz Eitel Friedrich* by playing that card directly from his hand; at the conclusion of the Intercept!, the *Prinz Eitel Friedrich* will be recognized and must be rotated 90° to indicate its new status.

Craig selects the blue and white dice listed as the *Prinz Eitel Friedrich's* Attack Coin (not the blue and red dice Attack Coin in the Intercept! portion of the *LAY MINES* card). Jeff selects a single green die listed as the *Matheran's* Defense Coin.

Both players simultaneously roll their dice. Craig rolls a blue 5 and a white 2 and Jeff rolls a 6. Since Craig's result of 5 is not greater than Jeff's result of 6, the Intercept! had no effect. Since the *Matheran* was not damaged or sunk, it now attempts Safe Passage.

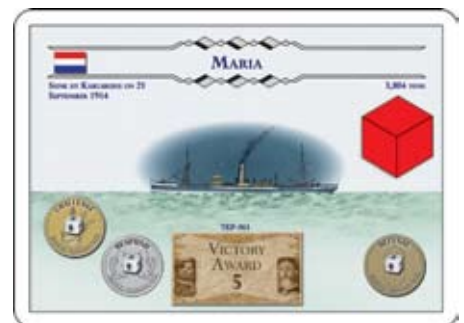
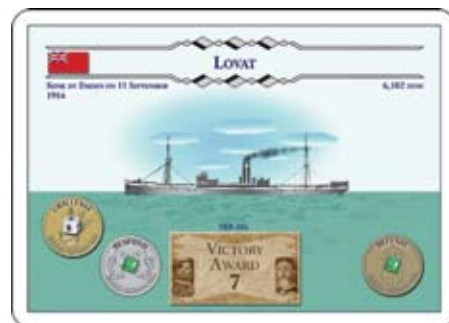
Jeff selects a single white die listed as the *Matheran's* 'Challenge' Coin. Craig selects a single green die listed as the *Matheran's* 'Response' Coin.

Both players simultaneously roll their dice. Jeff rolls a 5 and Craig rolls a 4. Since Jeff's result of 5 is greater than Craig's result of 4, the *Matheran* was successful and achieves Safe Passage. The *Matheran's* card is added to Jeff's Victory Award pile.

Craig now announces the attempt to board the *Lovat* by turning up the *BOARDING PARTY* card and announcing it as part of the Intercept!. Jeff decides it's a good time to play the *FAST SHIP* card to prevent the *Lovat's* looming capture by playing that card directly from his hand.



Jeff's three Merchantmen

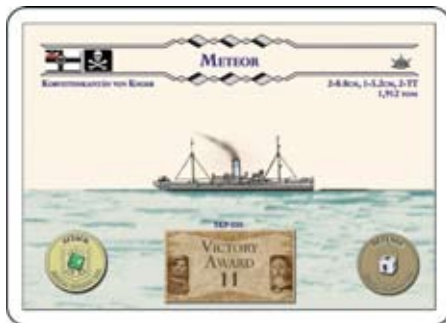


Craig again selects the blue and white dice listed as the *Prinz Eitel Friedrich's* Attack Coin. Jeff selects a single green die listed as the *Lovat's* Defense Coin.

Both players simultaneously roll their dice. Craig rolls a blue 8 and a white 2. The 8 is modified to a 6 due to the *FAST SHIP* card being part of the Intercept!. Jeff rolls a 2. Since Craig's modified result of 6 is at least double Jeff result of 2, the *Lovat* is captured and added to Craig's Force as a Prize Ship. Per the *BOARDING PARTY* card rules, if Craig's result was not at least double Jeff's result, there would have been no effect to the *Lovat*.

Craig now announces his final action by turning up the *U-27* card. Since the *Matheran* was successful at Safe Passage and the *Lovat* was captured as a Prize Ship that leaves the *Maria* as the only remaining target. The *Maria* has a Damage marker present, having been damaged during a previous turn.

Craig selects the blue, white, and red dice listed on the *U-27* card as the Torpedo Attack Coin. Jeff selects a single white die listed as the *Maria's* Defense Coin.



Both players simultaneously roll their dice. Craig rolls a blue 4 a white 5 and a red 3 and Jeff rolls a 2; the 2 is modified to a 1 since the *Maria* is damaged (0 is not used because a result is never reduced below a 1). Since Craig's result of 5 is at least double Jeff's modified result of 1, the *Maria* is sunk and its card is added to Craig's Victory Award pile.

Craig discards the four Action cards he played; Jeff then discards the two Reaction cards he played. Craig draws a new Action card to end his turn. Jeff draws three new replacement Merchantmen cards.

Jay's Turn

During his turn, Jay decides that the opportunity to sink the now-recognized Raider *Prinz Eitel Friedrich* looks too good to pass up and also decides to attack all of Craig's Merchantmen by laying mines. Jay decides to use a *FAIR SEAS* card for the Intercept! by placing it facedown in front of his Force with the Intercept! half (horizontal section) of the card positioned for reading. Since Jay has the Raider *Meteor* as part of his Force, he places a *LAY MINES* card facedown on the *Meteor* with the non- Intercept! half (vertical section) of the card positioned for reading. In addition, Jay places *INTELLIGENCE* and *DECEPTION* cards facedown in front of his Force, both with the vertical half of the card positioned for reading.

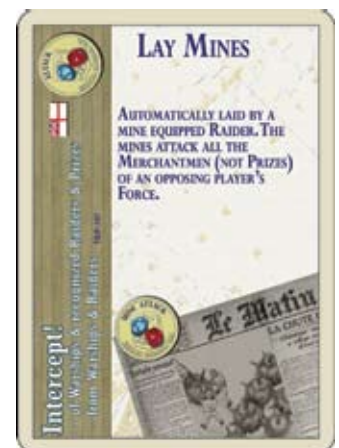
Jay announces the Intercept! against the *Prinz Eitel Friedrich* by turning up the Intercept! portion of the *FAIR SEAS* card. We know that Craig has the *SHALLOW RUN* card in his hand. He decides that this is a perfect opportunity for an escape and plays it directly from his hand as a Reaction. The *SHALLOW RUN* automatically cancels the Intercept!, but Craig must determine if the *Prinz Eitel Friedrich* is damaged while escaping across the shoal.



Craig selects the blue and red dice listed as 'Challenge' Coin on the *SHALLOW RUN* card; Jay selects a single blue die listed as 'Response' Coin on the *SHALLOW RUN* card. Both players simultaneously roll their dice. Craig rolls a blue 6 and a red 3 and Jay rolls a 9. Since Craig's result of 6 does not exceed Jay's result of 9, the *Prinz Eitel Friedrich* is unsuccessful and therefore is damaged crossing the shoal. A Damage marker is placed on the *Prinz Eitel Friedrich*.

Jay now announces that he is laying mines by turning up the vertical portion of the *LAY MINES* card. The mines individually attack all three of Craig's Merchantmen, the *Bowes Castle*, the *Invercoe*, and the *Mount Temple*, in any desired order. Jay elects to start with the *Bowes Castle*.

Jay selects the blue and red dice listed on the *LAY MINES* card as the Mine Attack Coin. Craig selects a single white die listed as the *Bowes Castle's* Defense Coin.



Both players simultaneously roll their dice. Jay rolls a blue 7 and a red 2 and Craig rolls a 4. Since Jay's result of 7 is more than, but not double, Craig's result of 4, the *Bowes Castle's* is damaged and is marked with a Damage marker.

Moving to the next ship, Jay again selects the blue and red dice; Craig selects a single red die listed as the *Invercoe's* Defense Coin.

Both players simultaneously roll their dice. Jay rolls a blue 3 and a red 4 and Craig rolls a 2. Since Jay's result of 4 is at least double Craig's result of 2, the *Invercoe* is sunk and its card is added to Jay's Victory Award pile.

For a final time, Jay selects the blue and red dice; Craig selects a single blue die listed as the *Mount Temple's* Defense Coin.

Both players simultaneously roll their dice. Jay rolls a blue 5 and a red 1 and Craig rolls a 5. Since Jay's result of 5 is not greater than Craig's result of 5, the attack had no effect. However, the *Mount Temple* may not attempt Safe Passage as a result of the mine attack. (Safe Passage may only be attempted after an Intercept! attack.)

Jay now plays his two remaining committed Action cards. He turns up the *DECEPTION* card and places it with Jeff's Force. He could have played it on Craig, but he decided to spread things around.

Jay then turns up the *INTELLIGENCE* card. All along he planned to use it to review and reorder the next set of Action cards to be drawn, so there was no reason to reveal the card earlier. He secretly draws the top three Action cards (three players—three cards) and after determining the best order, Jay secretly returns the three Action cards to the top of the Action card deck. Jay now knows the Action card he will draw plus the Action cards Jeff and Craig will each draw during their next turns (assuming another *INTELLIGENCE* card is not played).

Jay discards three Action cards; the *DECEPTION* card was placed on Jeff and it will not be discarded until the end of Jeff's next turn. Craig then discards the single Reaction card he played. Jay draws a new Action card to end his turn. Craig draws a single new Merchantman card to replace his losses.

It is now Jeff's turn again.



3.3 Summary of Action Cards

Each Action card has a unique function in addition to its ability to Intercept! Warships & Raiders, Prize Ships, or Merchantmen. Unless specifically indicated, Action cards may be played, and their modifiers or results combined, in a single Intercept!. The number given indicates the available quantity of each card type (but remember, due to "Fog of War," some cards will not be used in a Round.) The Action card deck (which includes Reaction and Assist cards) totals 100 cards.



3.3.1 AMC [Reaction Card] (2)

The Armed Merchant Cruisers (AMC) *HMS Alcantara* and *HMS Carmania* automatically intercept the Warship or Raider attempting an Intercept! against a Merchantman. Resolve the two simultaneous combats in any order with the results applied only after both sides resolve each Intercept!. If the Warship or Raider is sunk, add it to the AMC player's Victory Award pile, scoring the listed Victory Award; if it is damaged place a Damage marker on the ship. If the AMC is sunk, add it to the Warship or Raider player's Victory Award pile, scoring the listed Victory Award. If the AMC is damaged or receives no result, discard it normally.

If the original Intercept! Action card was a Night Action, the -1 modifier applies to both players' attack results. All other committed Action cards included in this Intercept! have no effect against the AMC, e.g., Boarding Party, with the exception of a *SURPRISE ATTACK* or *SEARCHLIGHT* cards which only applies to the Intercept! from the Warship or Raider. If the original intercepting ship is a Raider, it is also automatically recognized.

The Merchantman originally designated for Intercept! is ignored, and may not be intercepted again during the current turn by the attacking player.

3.3.2 Blockade Runner (2)

May provide re-supply for each Warship & Raider with Limited Supply in the friendly player's Force, including those ships in an Island Refuge using the Challenge/Response coins. Roll individually for each ship. If successful, remove the Limited Supply marker. Note if one or more Prize Ships are part of the friendly player's Force, a single +2 modifier is applied to the 'Challenge' result for each attempt.

3.3.3 Boarding Party [Assist Card] (6)

Must be played in addition to a Warship or Raider Intercept!. Instead of trying to sink a single undamaged Merchantman, the Warship or Raider attempts to capture it as a Prize Ship. A 'damaged' result is ignored—no Damage marker is placed. If a 'sunk' result is obtained, the Merchantman is instead captured and added to the friendly player's Force as a Prize Ship. A Prize Ship also automatically provides re-supply only to the intercepting ship if it has Limited Supply—remove the Limited Supply marker. If the Merchantman is not captured, roll normally when determining Safe Passage.

3.3.4 Bounding Main [Team Game] (1)

This card is typically used only during 4-player team games. In non-team games this card may be used as just the British Forces. It causes the next (opposing) player's Turn to be skipped. This enables back-to-back team turns. After the player completes his Turn by drawing a new Action Card, the next player is skipped. If the skipped player has a *DECEPTION* or *FOG BANK* card in front of his force, that card is retained until the player executes his next Turn.

3.3.5 Break Contact [Reaction Card] (2)

May cancel an Intercept! against a Warship, Raider, Prize Ship or Merchantman using the Challenge/Response coins. A -2 modifier is applied to the 'Challenge' result for each situation if the target ship is damaged and/or with Limited Supply. If successful, the Intercept! is cancelled. This card may not be played during a Night Action, if the ship is in an Island Refuge, in response to a *SURPRISE ATTACK* card, or against a torpedo or mine attack.

3.3.6 Breakdown (1)

The player attempts to damage any single opposing undamaged Warship or Raider using the Challenge/Response coins. A Raider may be recognized or unrecognized. If successful, place a Damaged Marker on the ship.



The Intercept! portion of this card represents a specific ship as the British Forces—*HMS Glasgow* (2 6-inch and 10 4-inch guns). The Attack Dice listed next to the ship's image are more powerful than the typical British Forces Intercept!. Historically, *HMS Glasgow* was instrumental in the sinking of both *SMS Leipzig* and *SMS Dresden*.

3.3.7 Breakout (3)

By using the Challenge/Response coins, if the 'Challenge' result exceeds the 'Response' result, the player draws a single ship card from the Warship & Raider deck and adds it his Force. If the 'Challenge' result is at least double the 'Response' result, he draws two ship cards and adds them both to his Force.

3.3.8 Collier (1)

Automatically re-supplies all ships in the friendly player's Force, including those ships in an Island Refuge. Remove all Limited Supply markers.

3.3.9 Damage Control (4)

Automatically repairs a single friendly damaged Warship, Raider, Prize Ship, or Merchantman, including those ships in an Island Refuge. Remove the Damage marker.

3.3.10 Deception (2)

This card is placed with an opposing player's Force. During that player's next turn, he may play only a single Action card, which is randomly drawn from his hand. It is the only card played during this turn. The player must execute the non-Intercept! portion of the card. If the action is illegal or has no effect, the card is ignored. The selected Action card is then discarded along with

the *DECEPTION* card. The player draws normally to end his turn. While the *DECEPTION* card is awaiting play for a turn, the player may play Reaction cards normally. A player may never have both a *DECEPTION* and *FOG BANK* cards awaiting play for the same turn, which means if he already has one of these cards, you may not play the other on him.

3.3.11 Exchange Information [Team Game] (1)

This card is typically used only during 4-player team games. In non-team games this card may be used as just the British Forces. The player and his teammate may freely exchange any number of Action Cards from their respective hands. The number of cards exchanged need not be equal and either player may receive cards without exchanging any cards. The players should not specifically discuss their Action Cards or look at each other's hands. They may, however, make general statements like, "I need some reaction cards."

3.3.12 Fair Seas (2)

The player attempts Safe Passage with one of his undamaged Prize Ships or Merchantmen using the Challenge/Response coins found on the Merchantman card. A +1 modifier is applied to the 'Challenge' result. If successful, the ship achieves Safe Passage.

3.3.13 Fast Ship [Reaction Card] (2)

A -2 modifier is applied to the attack result when a Raider intercepts a Merchantman. This card may not be played by a damaged Merchantman and may not be played during a Night Action or in response to a *SURPRISE ATTACK* card. It may not be played against a Warship.

3.3.14 Fog Bank (2)

This card is placed with an opposing player's Force. During that player's next turn, they may not play any Action cards nor draw a card at the end of their turn. The *FOG BANK* card is simply discarded. Until the *FOG BANK* card is discarded, the player may not be intercepted or attacked; only a *HEAVY WEATHER* card may be played against the player. A player may never have both a *FOG BANK* and *DECEPTION* cards awaiting play for the same turn, which means if he already has one of these cards, you may not play the other on him.



3.3.15 Good Hunting [Assist Card] (4)

Played in addition to a Raider Intercept!. With this card a Raider intercepts two Merchantmen with a single Intercept! Action card. Roll individually for each Intercept!. Reaction cards may be played for each Merchantman. A *SLIM PICKINGS* card may be played in Reaction.

3.3.16 Heavy Weather (2)

All damaged Warships, Raiders, Prize Ships or Merchantmen of an opposing player's Force must each check for foundering using the Challenge/Response coins. If successful, each foundered

ship is removed from play and placed face up at the bottom of their respective Ship deck. No Victory Award is received for foundered ships. Ships in an Island Refuge are unaffected by Heavy Weather.

3.3.17 Intelligence (2)

The player may secretly review one opposing player's entire hand or may secretly review and reorder the next "turn's worth" of cards to be drawn from the Action card deck. In a four player game, that means the next four cards; the next three cards in a three player game; or the next two cards in a two player game.

3.3.18 Interned (1)

The player attempts to make an opposing Warship, recognized Raider, or recognized Prize Ship "put into a neutral port" using the Challenge/Response coins. A +2 modifier applies to the 'Challenge' result for each situation if the ship is damaged and/or marked as having Limited Supply (meaning a ship that is both damaged and in Limited Supply has a +4 modifier). If successful, place the ship face up at the bottom of its respective Ship deck. No Victory Award is received for interned ships.



3.3.19 Interrogate (5)

The player attempts to "recognize" a single Raider or Prize Ship using the Challenge/Response coins. If successful, the ship is recognized and the player immediately intercepts it with the Attack Coin listed on the card. A Raider in an Island Refuge may not be interrogated. This card may not be played in combination with an Assist card. Reaction cards cannot prevent interrogation. If recognized, the defending player may play a Reaction card normally, but may not use a REFLAG card until the Intercept! is resolved. Players may not interrogate recognized Raiders or Prize Ships.

3.3.20 Island Refuge (2)

Automatically provides a sanctuary for a single friendly Warship or Raider. Place the ISLAND REFUGE card over the desired ship to show it is "at" the Island Refuge. A ship must stay in an Island Refuge at least one turn, but may stay for as many turns as desired. The turn it enters an Island Refuge, and each subsequent turn it stays there, a ship may make an attempt to both re-supply and repair using the Challenge/Response coins. Each effort is rolled separately. If successful, remove the Damage marker and/or the Limited Supply marker.

While in an Island Refuge, a ship may only be intercepted by a Monitor. A Raider may not be interrogated. A ship is also unaffected by HEAVY WEATHER and RENDEZVOUS MISSED cards. A ship may not attempt an Intercept! or Lay Mines while in an Island Refuge or the turn it exits. To exit an Island Refuge, simply remove the card any time during a friendly turn and discard it. A Raider is automatically hidden from recognition when it enters.

3.3.21 Lay Mines (2)

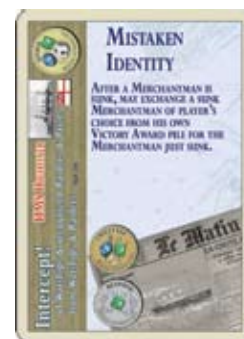
This card can only be played if the player activates a mine-equipped Raider. The mines attack all the Merchantmen (not Prize Ships) of an opposing player. The defending player can void the attack by playing a MINESWEEPER card in Reaction.

3.3.22 Minesweeper [Reaction Card] (2)

Automatically removes Raider or Submarine laid mines before they attack any Merchantmen.

3.3.23 Mistaken Identity [Reaction Card] (1)

After a Merchantman is sunk, the player attempts to exchange any single sunk Merchantman from his Victory Award Pile for this Merchantmen just sunk using the Challenge/Response coins. If successful, the two Merchantmen cards are exchanged and placed in the respective Victory Award Piles.



The Intercept! portion of this card represents a specific ship as the British Forces—HMS Highflyer (11 6-inch and 9 12-pdr guns). The Attack Dice listed next to the ship's image are more powerful than the typical British Forces Intercept!. Historically, HMS Highflyer sank SMS Kaiser Wilhelm der Grosse.

3.3.24 Monitor (1)

Intercepts any single Warship or Raider in an Island Refuge. A +2 modifier is applied to the attack result, since the Warship or Raider is considered a stationary target.

3.3.25 Non-Combatant [Reaction Card] (3)

When this card is played, a -2 modifier is applied to the attack result when an undamaged Merchantman is intercepted by a Warship or Raider. A 'damaged' result is ignored—no Damage marker is placed. If a 'sunk' result is obtained, the Merchantman is instead captured and added to the opposing player's Force as a Prize Ship. It also automatically provides re-supply to the intercepting ship if needed. - Remove the Limited Supply marker. If the Merchantman is not captured, apply a +2 modifier to the 'Challenge' result when determining Safe Passage.



3.3.26 Pull the Plug [Reaction Card] (1)

When an Intercept! is announced against a friendly damaged or undamaged Warship, Raider or Prize Ship, the Intercept! is cancelled and the target ship is scuttled and automatically removed from play. Place the ship face up at the bottom of the respective Ship Deck. No Victory Award is received for scuttled ships.

3.3.27 QQQ [Reaction Card] (2)

Automatically recognizes a Raider after it intercepts a Merchantman.

3.3.28 Q-Ship [Reaction Card] (2)

The Q-Ships *Q-7 Penhurst* and *Q-19 Privet* automatically attack a submarine attempting to launch a torpedo attack. The Q-Ship first attempts to lure the submarine into a “surface gun duel,” using the Challenge/Response coins on its card. If successful, both the Q-Ship and the submarine use their respective “guns” coins to resolve the simultaneous attacks in any order. The results are only applied after both sides have resolved each attack. If the submarine is sunk, its card is added to the Q-Ship player’s Victory Award pile, scoring the listed Victory Award. If the sub is damaged or no damage results, it is discarded normally. If the Q-Ship is sunk, it is added to the submarine player’s Victory Award pile, scoring the listed Victory Award; if it is damaged or no damage results, it is discarded normally.



If the Q-Ship is unsuccessful in luring the submarine into a gun duel, the submarine attacks the Q-Ship first with its torpedoes, applying any results. If the Q-Ship is not sunk, it then attacks the submarine with its depth-charges (DC) applying any damage results it may have received. Again, only ‘sunk’ results score Victory Awards.

The Merchantman originally designated for the torpedo attack is ignored.

3.3.29 Razzle-Dazzle [Reaction Card] (1)

May cancel a submarine torpedo attack using the Challenge/Response coins. A successful result cancels the attack.

3.3.30 Recalled [Reaction Card] (1)

After sinking a Merchantman, the intercepting Warship or Raider (whether recognized or not) may be ordered to return to a friendly port, using the Challenge/Response coins. If successful, the Warship or Raider is removed from play and placed face up at the bottom of the Warship & Raider deck. No Victory Award is received for a recalled Warship or Raider. The original sunk Merchantman is still placed in the intercepting player’s Victory Award pile. This card can be played in the “middle” of the active player’s turn—any time after he has sunk a Merchantman—and could prevent further attacks from cards like *SHIPPING LANES* or *GOOD HUNTING*.

**3.3.31 Recon Aircraft (2)**

The player automatically draws two random Action cards from an opposing player’s hand and adds them to his own hand. Both *RECON AIRCRAFT* cards may be played during the same turn, against the same or different players.

3.3.32 Reflag [Reaction Card] (5)

Automatically hides a friendly Raider or Prize Ship from recognition. The *REFLAG* card is a special case in that it may also be played by the player executing a turn in reaction to something that caused his ship to be recognized, e.g., a *QQQ* card. If played in response to an *AMC* or *INTERROGATE* cards, those actions are resolved completely before the *REFLAG* card can be played. The *REFLAG* card is the only Reaction card that may also be played during a player’s turn as a “committed” Action card to hide a Raider or Prize Ship from recognition when it starts his turn recognized. Its split blue-tan background color indicates the Reaction/Committed play options.

**3.3.33 Rendezvous Missed (2)**

Each Warship or Raider (recognized or not) of an opposing player, except those located in an Island Refuge, must check for Limited Supply using the Challenge/Response coins. Roll individually for each ship. If successful, place a Limited Supply marker on the ship; **only a single marker may be placed**. Note if one or more Prize Ships are part of the player’s Force, a single –2 modifier is applied to the ‘Challenge’ result for each attempt.

3.3.34 Sail Q-Ship [Reaction Card] (1)

The Sail Q-Ship *Q-21 Prize* automatically attacks a submarine attempting to launch a torpedo attack against a Merchant Sailing Ship (see Optional Rule 6.11). The Sail Q-Ship first attempts to lure the submarine into a surface gun duel using the Challenge/Response coins. If successful, both the Q-Ship and the submarine use their respective guns to resolve the simultaneous attacks in any order. The results are only applied until after both sides have resolved each attack. If the submarine is sunk, its card is added to the Sail Q-Ship player’s Victory Award pile scoring the listed Victory Award; if it is damaged or no damage results, discard it normally. If the Sail Q-Ship is sunk, add it to the submarine player’s Victory Award pile scoring the listed Victory Award. If the Sail Q-Ship is damaged or no damage results, discard it normally.

If the Sail Q-Ship is unsuccessful in luring the submarine into a gun duel, the submarine attacks the Q-Ship with its torpedoes, applying any results. The Sail Q-Ship does not carry depth-charges (DC) so it may not attack the submarine if it survives. Again, only ‘sunk’ results score Victory Awards.

The Merchantman originally designated for the torpedo attack is ignored.

3.3.35 Scuttle (2)

Automatically removes a single friendly damaged Warship, Raider, or Prize Ship from play. Place the ship face up at the bottom of the respective Ship deck. No Victory Award is received for scuttled ships.

3.3.36 Searchlight [Assist Card] (1)

Played in addition to a British Forces, Warship or Raider Intercept!. The British Forces or a Warship or Raider applies a +3 modifier to the attack result of a Night Action –1 'Intercept!'. If combined with *GOOD HUNTING* or *SHIPPING LANES* cards, the +3 modifier applies to each individual attack.

The Intercept! portion of this card represents a specific ship as the British Forces—*HMS Pegasus* (8 4-inch and 10 3-pdr guns). The Attack Dice listed next to the ship's image are more powerful than the typical British Forces Intercept!. Historically, *SMS Königsberg* sank *HMS Pegasus*.

3.3.37 Second Chance (2)

After drawing a card to end his current turn, the player immediately receives an additional turn. *WIRELESS INTERCEPT* or another *SECOND CHANCE* card may not be played during the additional turn.

3.3.38 Shallow Run [Reaction Card] (2)

The card allows a Warship, Raider, Prize Ship, or Merchantman to automatically escape an Intercept! before it is resolved. However, the ship must determine if it escaped unscathed or was damaged crossing the shoal, using the Challenge/Response coins. If unsuccessful the ship is damaged—place a Damage marker on the ship. If the ship is already damaged, apply a –2 modifier to the Challenge roll. As an exception to the effects of multiple damage results, if a ship that is already damaged is unsuccessful, the ship is sunk instead—the original intercepting player adds the ship to his Victory Award pile.



This card may not be played during a Night Action, if the ship is in an Island Refuge, or in response to a *SURPRISE ATTACK* card or a torpedo or mine attack.

3.3.39 Shipping Lanes [Assist Card] (4)

Played in addition to a Warship Intercept!. With this card a Warship intercepts all three Merchantmen with a single Intercept! Action card. Roll individually for each Intercept! Reaction cards may be played for each Merchantman. A *SLIM PICKINGS* card may be played in Reaction.

3.3.40 Slim Pickings [Reaction Card] (2)

Automatically cancels an Intercept! announced against a single Merchantman or reduces an Intercept! announced in conjunction with a *GOOD HUNTING* or *SHIPPING LANES* cards to an Intercept! against just a single Merchantman.

3.3.41 Special Cargo [Assist Card] (1)

Played in addition to a Warship or Raider Intercept!, Raider Mine attack, or a Submarine Torpedo or Mine attack. All Merchantmen sunk as a result of an individual Intercept!, torpedo attack or mine attack are counted at twice their listed Victory Award. This card may also be combined with *SHIPPING LANES* or *GOOD HUNTING* cards.

The Intercept! portion of this card represents a specific ship as the British Forces—*HMS Sydney* (6 6-inch guns). The Attack Dice listed next to the ship's image are more powerful than the typical British Forces Intercept!. Historically, *HMS Sydney* sank *SMS Emden*.

3.3.42 Submarines U-27 & U-41 (2)

Attacks a single Merchantman (not Prize Ships—see Optional Rule 6.9) with torpedoes. *Q-SHIP*, *SAIL Q-SHIP* or *RAZZLE-DAZZLE* cards may be played in Reaction.

3.3.43 Submarines UC-16 & UC-29 (2)

Attacks a single Merchantman (not Prize Ships—see Optional Rule 6.9) with torpedoes or lays mines. The mines attack all the Merchantmen (not Prize Ships) of an opposing player. *Q-SHIP*, *SAIL Q-SHIP* or *RAZZLE-DAZZLE* cards may only be played in Reaction to a torpedo attack. A *MINESWEEPER* card may only be played in Reaction to mine laying.

3.3.44 Surprise Attack [Assist Card] (3)

Played in addition to a British Forces, Warship or Raider Intercept!. The British Forces or a Warship or Raider applies a +2 modifier to the attack result of an Intercept!. If combined with *GOOD HUNTING* or *SHIPPING LANES* cards, the +2 modifier applies to each individual attack. Only a single Surprise Attack card may be used per Intercept!.

3.3.45 Transfer Command (2)

The player attempts to transfer a single Warship or recognized Raider or recognized Prize Ship to his Force from an opponent's Force, using the Challenge/Response coins. If successful, the ship is moved to the player's Force. The transferring ship retains any recognition, damage or Limited Supply status.

3.3.46 Trap [Reaction Card] (2)

The intercepted Merchantman is armed! The Merchantman and the Warship or Raider use their respective Attack Coins (located on the *TRAP* card for the Merchantman) to resolve the simultaneous combat in any order, with the results only applied after both sides are finished. If either ship is sunk, it is added to the opposing player's Victory Award pile. Damage is recorded normally. If the original Intercept! Action card was a Night Action, the –1 modifier applies to both player's attack result. All other committed Action cards included in this Intercept! are treated normally—a *SURPRISE ATTACK* or *SEARCHLIGHT* card only applies to the Intercept! from the Warship or Raider. If the intercepting ship is a Raider, it is automatically recognized.

**3.3.47 Wireless Intercept (2)**

The player automatically adds the top two cards from the Action card discard pile to his hand. Only one *WIRELESS INTERCEPT* card may be played per turn. This card may not be played during a Second Chance turn.

4.0 Team Game Rules

As an option in four player games, there may be two teams of two players each. The players coordinate their efforts to achieve a group victory. As a general rule, teammates still play an individual game and may not look at each other's hands, or specifically discuss their Action cards. They may not exchange Action cards other than by the play of the *EXCHANGE INFORMATION* card. They may, however, make general statements like "I have a strong defensive hand," but these communications should not in any way impede play. Players should adhere to the spirit of this rule and not try to obtain any unfair advantage.

4.1 Teammates alternate their seating position around the table.

4.2 Teammates may never deliberately do anything that might sink or damage a teammate's ship. Victory Awards are never received for a teammate's ship.

4.3 Actions described as taking place against an opposing player must be played against a member of the opposing team.

4.4 Actions described as taking place with a friendly player or ships only apply to the player who is taking the action. *For example, a player may not remove a teammate's Damage marker.*

4.5 Reaction cards may not be played by a player in response to actions taken against a teammate.

4.6 A ship returning from an Island Refuge may automatically transfer to a teammate.

4.7 If a player receives two new Warships or Raiders as a result of *BREAKOUT* card, either one of the two ships may be added to the teammate's Force. A single ship result adds it to the friendly player's Force who took the action.

4.8 Each player maintains his own Victory Award pile and team members score individual Round Points for their team. So, for a Round, a team could score (excluding ties) from a high of 7 (4 + 3) to a low of 3 (2 + 1) Round Points.

4.9 At the end of a Round, teammates may pool and freely exchange their remaining Warships or Raiders when deciding what if any ships are retained for next round.

4.10 At the end of the Game, the team with the highest combined Round Point total is declared the winner.

5.0 Solitaire Rules

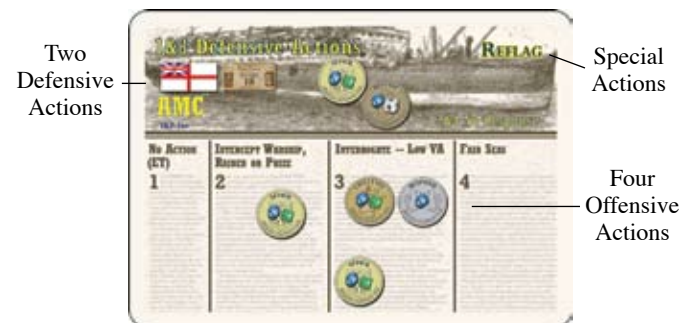
A single live player plays against a 'phantom-player' (PP) using these solitaire rules. Players should familiarize themselves with all of the 'live-player' (LP) rules before embarking on a solitaire game. Since in a solitaire game the live-player uses those rules, with just a few exceptions (noted below), it is important to completely understand them. In addition, review the Action cards closely, since the Solitaire cards only provide abbreviated descriptions of the various actions.

Remember, as with any solitaire game, the live-player must roll the dice for both sides and at times is required to make logical decisions, e.g., target selections that are in the best interest of the phantom player. Making solid choices will improve the gaming experience.

5.1 The Solitaire Deck

A unique aspect of the game is the ability for a single player to battle a "phantom" player in action much like in a live two-player game. The Solitaire cards work with the Action cards to simulate all aspects of the game. The Solitaire cards are also "double-use" cards. With these cards, one section contains the phantom player's two possible defensive actions (and a few with special actions), while the other section contains the four possible offensive actions. These cards are a hybrid of the Action cards and basically summarize the actions possible with those cards.

Solitaire Cards



5.2 Solitaire Operational Setup

Organize the Solitaire Deck along with the other three decks. Remove the two *INTELLIGENCE*, two *WIRELESS INTERCEPT*, *BOUNDING MAIN*, *BREAKDOWN*, *EXCHANGE INFORMATION*, *MISTAKEN IDENTITY*, *PULL THE PLUG*, *SAIL Q-SHIP*, *SEARCHLIGHT*, and *SPECIAL CARGO* cards from the Action Card Deck. (since those cards are not utilized in solitaire games.) Shuffle all four decks.

5.2.1 Randomly remove 48 Action cards—resulting in a play deck of 40 cards.

5.2.2 Deal both sides three Warships and/or Raiders, three Merchantmen, and six Action cards. Keep the phantom player's hand hidden and set it aside, since those cards are not used when determining the phantom player's actions for the turn—that is what the Solitaire cards provide.

5.2.3 For the first Round, use any desired method to determine who plays first.

5.2.4 At the completion of each Round, count the Victory Awards and assign the Round Points. The player decides which ships, if any, to carry over for both sides into the subsequent Rounds.

5.2.5 For the subsequent Rounds, reshuffle the Action card and Solitaire card decks. Deal the appropriate number of Action cards.

5.3 Solitaire—Playing the Game as the Live Player (LP)

This section outlines the rule changes for the live-player, (LP) who follows the normal rules with the following exceptions:

5.3.1 All Action card discards are made facedown. The Action card discard pile remains hidden from view throughout play.

5.3.2 When a *RECON AIRCRAFT* card is played, the two cards are randomly drawn from the PP's hand. This is the only purpose the PP's hand serves during a Round.

5.3.3 Whenever the LP intercepts a PP ship, draw a single Solitaire card for each intercept. Draw a single Solitaire card for each torpedo attack and a single card for each time mines are laid—not for each Merchantman attacked by mines. Roll a red die and reference the Defensive Actions section of the card. There are two possible outcomes—one if a 1 or a 3 is rolled and another if a 2 or a 4 is rolled. Apply the listed reaction if it matches the LP's action. If “No Response” is the result or the listed reaction does not match the LP's action, e.g., Minesweeper vs. an Intercept!, no reaction is applied.

5.4 Solitaire—Playing the Game as the Phantom Player (PP)

This section outlines the rules for the phantom player.

5.4.1 Reshuffle the Solitaire deck if all of the cards have been played, or at the end of every PP turn.

5.4.2 Just like the LP, the PP draws an Action card at the end of each turn. Without examining it, it is placed facedown in the discard pile; it is not added to the PP's hand.

5.4.3 Since the PP uses the Solitaire cards to determine what actions to conduct, a PP's turn may entail the use of one or more Solitaire cards. The following rules are used for each card:

1. Draw a single card and roll a red die. Reference the Actions section of the card. If a 1 is rolled, the PP's turn is over.
2. If a 2 is rolled and the listed action cannot be completed, e.g., calls for a Warship Intercept! and the PP does not have any Warships, or all the PP's Warships have already conducted an Intercept!, or it calls for an Intercept! and all the LP's Merchantmen have already been intercepted, the action is ignored. The PP's turn ends.
3. If a 2 is rolled and the listed action can be completed, draw an additional Solitaire card. Reference the Special Actions

section of the card. If it is blank, there is no special action included with the Intercept!. If a Special Action is listed, continue to draw additional cards until receiving a blank section, a duplicate action, or an illegal action, e.g., Shipping Lanes with a Raider Intercept! or Reflag. All legal Special Actions are applied to the Intercept! including the first occurrence of a duplicate. Select a target or targets by best choice or random selection. Once the Intercept! is completed, the PP's turn continues by drawing another single card and rolling a red die.

4. Whenever a 3 or a 4 is rolled and the action also has “(ET)” noted, the PP's turn ends, once the listed action is completed. If the action cannot be completed, e.g., it calls for Transfer Command and all of the LP's ships are unrecognized Raiders, the action is ignored and the PP's turn ends.
5. If a 3 or 4 action does not include an “(ET),” the action is completed and the PP's turn continues by drawing another single card and rolling a red die. If that action cannot be completed, the action is ignored and the PP's turn continues by drawing another single card and rolling a red die.
6. If the PP's action is *DECEPTION* or *FOG BANK*, do not place the Solitaire card on the LP; just remember the upcoming action. Unlike Action cards, Solitaire cards are not removed from the deck.
7. If the PP's action is an Island Refuge, select a ship with damage or Limited Supply or a recognized Raider first, otherwise by best choice or random selection. Do not place the Solitaire card on the ship; just pull the ship slightly out of line. Ships remain in an Island Refuge until any damage or Limited Supply is removed. Otherwise, they return the next turn.
8. If the PP's action is a Recon Aircraft, two cards are randomly drawn from the LP's hand and placed facedown in the discard pile; they are not added to the PP's hand.
9. If a *DECEPTION* card was played on the PP, for the PP's next turn draw a single Solitaire card and roll a red die. If a 1 or a 3 is rolled, the 3 listed action is completed if possible; if a 2 or 4 is rolled, the 4 listed action is completed if possible. The PP's turn ends.
10. If a *RECON AIRCRAFT* card was played on the PP, for the PP's next turn draw a single Solitaire card and roll a red die. Follow the steps in [5.4.3 #9 above](#) and if possible, carry out the listed action. The PP's turn ends.
11. When the PP action is Interrogate, there are three different directions for which of the LP's ships should be picked. If the cards says, “Low VA,” the unrecognized Raider or Prize Ship with the lowest Victory Award is targeted. If the cards says, “High VA,” target the unrecognized Raider or Prize Ship with the highest Victory Award. In either case, if more than one ship has the same Victory Award, decide which is targeted randomly. If the cards says “Random,” target any randomly selected unrecognized Raider or Prize Ship. If the LP does not have any Raiders or Prize Ships or all of the LP's Raiders or Prize Ships are already recognized, the action is ignored and the PP's turn continues by drawing another single card

and rolling a red die.

12. At the end of the PP's turn, if one or more of its Raiders or Prize Ships are recognized draw a single Solitaire card. If it lists the "Reflag" Special Action, select by best choice or by random selection the ship to hide from recognition.

5.5 Solitaire—Example Turns

We recommend you have the various cards referenced below at hand while reading through these example turns. We pick up the action during the middle of a solitaire game involving Mike.

5.5.1 It is the start of the PP's turn, so Mike turns over the top Solitaire card and rolls a red die, while referencing the available Offensive Actions. On this card, the four possible Offensive Actions are: (1) No Action (ET), (2) Intercept Merchantman with Warship, (3) Blockade Runner and (4) Damage Control. Mike rolls 2, so the PP may Intercept! at least one of Mike's Merchantmen, since the PP has the Warship Leipzig as part of its Force.



Mike turns over the next Solitaire card to reference the Special Actions section of the card; it states 'Surprise Attack'. Since the Special Actions section of the card just drawn was not blank, Mike turns over another Solitaire card to reference the Special Actions section of the card; it states 'Boarding Party'. Since the Special Actions section of the second card drawn was not blank, Mike turns over a third Solitaire card to reference the Special Actions section of the card; it is blank, no additional cards are turned over at this point.



Mike decides to let luck determine which one of his Merchantmen will be intercepted, so he rolls a single white die and assigns 1 & 2 to the first ship, 3 & 4 to the second ship and 5 & 6 to the

third ship. Since Mike rolled a 4, his second Merchantman, the *Lundy Island*, is selected as the target.

As a result of the Solitaire cards drawn, the *Leipzig* will Intercept! the *Lundy Island* with a Surprise Attack and a Boarding Party. The only Reaction card Mike has in his hand is a *BREAK CONTACT* card—the PP's Surprise Attack Special Action precludes its play.

Mike selects the blue, green and red dice listed as the *Leipzig's* Attack Coin. He also selects a single white die listed as the *Lundy Island's* Defense Coin.

Mike rolls both sets of dice. The PP rolls a blue 5, a green 7 and a red 2; the 7 is modified to a 9 due to the Surprise Attack Special Action being part of the Intercept!. Mike rolls a 4 for the *Lundy Island*. Since the PP's modified result of 9 is at least double the *Lundy Island's* result of 4, the *Lundy Island* is captured, due to the Boarding Party Special Action, and is added to PP's Force as a Prize Ship.

Since the PP's turn did not end with the capture of the *Lundy Island*, Mike turns over the next Solitaire card and rolls a red die while referencing the available Offensive Actions. On this card, the four possible Offensive Actions are: (1) No Action (ET), (2) Intercept Merchantman with Raider, (3) Submarine Torpedo Attack and (4) Interrogate—Random. Mike rolls 3, so the PP may attack one of Mike's two remaining Merchantmen with a Submarine Torpedo attack. An additional Solitaire card is not drawn at this point, since special actions are only checked when Warships or Raiders conduct an Intercept!.

Since Mike does not have a *Q-SHIP* or *RAZZLE-DAZZLE* card in his hand, there is nothing he can do about the torpedo attack. Again, Mike decides to let luck determine which one of his Merchantmen will be intercepted, so he rolls a single white die and assigns 1, 2 & 3 to the first ship and 4, 5 & 6 to the second ship. Since Mike rolled a 4, his second Merchantman, the *Appam*, is selected as the target.

Mike selects the blue, white and red dice listed as the Submarine Torp Attack Coin. He also selects a single green die listed as the *Appam's* Defense Coin.

Mike rolls both sets of dice. The PP rolls a blue 3, a white 2 and a red 4 and Mike rolls a 3 for *Appam*. Since the PP's result of 4 is greater than the *Appam's* result of 3, the *Appam* is damaged and is marked with a Damage marker.

Since the PP's turn did not end with the torpedo attack on the *Appam*, Mike turns over the next Solitaire card and rolls a red die while referencing the available Offensive Actions. On this card, the four possible Offensive Actions are: (1) No Action (ET), (2) Intercept Merchantman with Raider, (3) Recon Aircraft (ET) and (4) Breakout. Mike rolls 3, so he must randomly select two Action cards from his hand. They are placed face down in the discard pile.

Since the PP's last offensive action included an (ET) notation, the PP's turn ends. Mike draws a new Action card and places

it facedown on the discard pile. Mike also draws a single new Merchantman card to replace his losses. As a final step, Mike returns the used cards to the deck and shuffles the Solitaire card deck.

5.5.2: Mike now must try to make the best of a bad situation, having lost two of his Action cards and the *Lundy Island* taken as a Prize Ship. Even though his options are now more limited with the loss of the two Action cards, he decides to conduct his own Intercept! with the Raider *Leopard* and will also attempt to intern the *Leipzig*. Since Mike does not have any Raiders capable of laying mines, he decides to use a *LAY MINES* card for the Intercept! by placing it facedown on the *Leopard* with the Intercept! half (horizontal section) of the card positioned for reading. In addition, Mike places an *INTERNEED* card facedown in front of his Force with the non-Intercept! half (vertical section) of the card positioned for reading. Note that it is still a good idea to place the committed cards facedown to track what actions have been taken.

Mike decides to resolve the *Leopard's* Intercept! first, by turning up the Intercept! portion of the *LAY MINES* card. He selects the Merchantman *Kaipara* from the PP's Force as the target ship. Mike turns over the top Solitaire card and rolls a red die while referencing the available Defensive Actions. On this card, the two possible Defensive Actions are: (1/3) No Response and (2/4) QQQ. Mike rolls 2, so the *Leopard* will be recognized at the conclusion of the Intercept!.

Mike selects the blue, green, and white dice listed as the *Leopard's* Attack Coin. He also selects a single green die listed as the *Kaipara's* Defense Coin.

Mike rolls both sets of dice. The *Leopard* rolls a blue 6, a green 1 and a red 3; he rolls a 4 for the *Kaipara*. Since the *Leopard's* result of 6 is greater than the *Kaipara* result of 4, the *Kaipara* is damaged and is marked with a Damage marker. Due to the PP's QQQ Defensive Action, the *Leopard* is rotated 90° to indicate that it is now recognized.

Mike now turns up the *INTERNEED* card to attempt to remove the *Leipzig* from the PP's Force. Mike selects the blue and green dice listed as the 'Challenge' Coin. He also selects a single blue die listed as the 'Response' Coin. Mike rolls both sets of dice. He rolls a blue 8 and a Green 4 for the 'Challenge' and rolls a 5 for the 'Response'. Since the result was successful, the *Leipzig* is removed from play and placed face up at the bottom of the Warships & Raiders deck.

Mike discards the two Action cards he played facedown on the discard pile and then draws a new Action card to end his turn.

It is now the PP's turn again.

6.0 Optional Rules

Optional rules add some new twists to the game, but also typically increase the complexity and the time to play. Players should be comfortable with the regular game rules before adding any of these options. Optional Rules should only be added with the consent of all players. Many of the optional rules are also applicable when playing solitaire games.

6.1 Coal Pile

All Warships and some Raiders have a high demand for coal (fuel) and have more difficulties with a Limited Supply situation.

6.1.1 When a *RENDEZVOUS MISSED* card is played a +2 modifier is applied to the 'Challenge' result.

6.1.2 When a *BLOCKADE RUNNER* card is played a -1 modifier is applied to the 'Challenge' result.

6.1.3 When in an Island Refuge, a -1 modifier is applied to the 'Challenge' result when determining re-supply.

6.2 Sails

Since it was primarily a sailing vessel, the Raider *Seeadler* is less susceptible to falling into a Limited Supply situation. However, its slower speed may hamper its ability to escape an Intercept! or limit its ability to Intercept! a fast Merchantman. The following rules all apply to the *Seeadler*.

6.2.1 When a *RENDEZVOUS MISSED* card is played a -2 modifier is applied to the 'Challenge' result.

6.2.2 When a *BLOCKADE RUNNER* card is played a +1 modifier is applied to the 'Challenge' result.

6.2.3 When in an Island Refuge, a +1 modifier is applied to the 'Challenge' result when determining re-supply.

6.2.4 If a *BREAK CONTACT* card is played by the *Seeadler* when it is intercepted, a -2 modifier is applied to the 'Challenge' result when determining if the Break Contact is successful.

6.2.5 If a *BREAK CONTACT* card is played by a Merchantman when intercepted by the *Seeadler*, a +2 modifier is applied to the 'Challenge' result when determining if the Break Contact is successful.

6.2.6 If a *FAST SHIP* card is played by a Merchantman when intercepted by the *Seeadler*, an additional -2 modifier, for a total of -4, is applied to the attack result.

6.3 Wölfchen

A rarity for WWI Raiders, the *Wolf* carried a small reconnaissance aircraft (Wölfchen—Wolf Cub) that it used to scout ahead for prime targets and to also steer clear of potential threats. The following rules all apply to the *Wolf*.

6.3.1 When a *SURPRISE ATTACK* card is played in conjunction with a *Wolf* Intercept!, an additional +2 modifier (for a total of a +4) is applied to the attack result.

6.3.2 A *SLIM PICKINGS* card may not be played in response to an announced Intercept! by the *Wolf*.

6.3.3 When the *Wolf* is successfully intercepted and plays a *BREAK CONTACT* Reaction card, a +2 modifier is applied to the Challenge result to determine if the *Wolf* succeeds.

6.4 Tournament Balance

This option balances out the Warships, Raiders, and Merchantmen each player receives during just the first Round of a Game; Rounds two and three are played normally.

6.4.1 Each player is dealt or selects from one the following four Warships: *Dresden*, *Emden*, *Königsberg* or *Nürnberg*.

6.4.2 Remove from the Warships & Raiders deck the Warships *Leipzig* and *Karlsruhe* and the Raiders *Geier*, *Iltis*, *Meteor*, and *Seedler* (plus any of the above four Warships if there are less than four players) and shuffle and deal each player their remaining two Raiders from the now limited ten-card deck. After all players have their initial three Warships & Raiders, return all the removed ships to the deck and reshuffle.

6.4.3 With the exception of the *William P. Frye*, each player is dealt or selects one each of a '5', '7' and '9' Victory Award Merchantman. After all players have their initial three Merchantmen, return the *William P. Frye* card to the deck; reshuffle and start the game.

6.5 Beyond 1914

This option employs only the ships that were historically available at the beginning of 1915. It places a greater emphasis on Raiders by changing the initial ratio of available Raiders to Warships from 14:6 to 10:2.

6.5.1 Remove and set aside from the Warships & Raider deck the *Emden*, *Leipzig*, *Karlsruhe*, *Nürnberg*, *Berlin*, *Cap Trafalgar*, *Kaiser Wilhelm der Grosse* and the *Cormoran*. They are not used in the game.

6.5.2 This option limits the number of additional Warships & Raiders available during each Round through *BREAKOUT* cards. In fact, in a four-player game all of the available Warships & Raiders are in play at the start of each Round. When all ships are in play for a Round, *BREAKOUT* cards have no effect. Do not reshuffle the deck during a Round if the only available ships are those that were removed from play due to heavy weather, internment, recall, or scuttling.

6.5.3 In a four-player game, the players may mutually agree to remove from play and set aside the three *BREAKOUT* cards, since their only value would be use as Intercept! cards.

6.5.4 For those players striving for complete historical accuracy, also remove the following 19 Merchantmen: *Anne de Bretagne*, *Banksfield*, *Bowes Castle*, *City of Winchester*, *Diplomat*, *Elsinor*, *Hyades*, *Indrani*, *Kaipara*, *King Lud*, *La Correntina*, *Lovat*, *Manchester Commerce*, *Maria*, *Pontoporos*, *Rio Iguassu*, *Ryazan*, *Troilus* and *Vandyck*. These ships were lost in 1914.

6.6 Fast Raiders

The five Raiders *Berlin*, *Cap Trafalgar*, *Kaiser Wilhelm der Grosse*, *Kronprinz Wilhelm*, and *Prinz Eitel Friedrich* are all classified as Fast Raiders.

6.6.1 If an intercepted Merchantman plays a *FAST SHIP* card, these Raiders may Intercept! the Merchantman normally by applying the -2 modifier to the attack result, or may decide to 'run down' the Merchantman and Intercept! it by ignoring the -2 modifier.

If they 'run down' a Merchantman, at the conclusion of the Intercept! the Raider must then roll for Limited Supply with a d10 vs. 10/d4 Challenge roll. If unsuccessful, place a Limited Supply marker on the ship.

If the Raider was already at Limited Supply prior to the Intercept!, it may not 'run down' a Merchantman.

6.6.2 In addition, these five fast raiders drew anywhere from 30% to 50% more water than the other ships depicted in the game. Therefore, when one of these ships attempts a Shallow Run, a -2 modifier is applied to the 'Challenge' result when determining damage crossing the shoal. This is in addition to any existing damage modifier.

6.7 Warship & Raider Retention

Players may normally retain only a single Warship or Raider from Round to Round. With this option, players may retain up to three Warships and/or Raiders.

6.7.1 If two ships are retained from the previous Round, the player is dealt only four Action cards to begin the round.

6.7.2 If three ships are retained from the previous Round, the player is dealt only three Action cards to begin the round.

6.8 Additional Damage

In the Basic Game, additional damage results are ignored if a ship already has a Damage marker. With this option, any additional damage results are applied.

6.8.1 If a damaged ship receives additional damage results, the ship is marked with a Damage marker for each occurrence.

6.8.2 For each Damage marker, a -2 modifier is applied to attack dice roll results, defense dice roll results, and each occurrence when determining Break Contact (-2 modifier for each marker), Internment (+2 modifier for each marker) or Shallow Run (-2 modifier for each marker). Die rolls may not be modified below a 1.

6.8.3 A *DAMAGE CONTROL* card or each successful repair while in an Island Refuge, removes only a single Damage marker. A ship may stay in an Island Refuge for any length of time to remove one or more Damage markers, rolling each turn to remove a single marker.

6.9 Torpedo Attacks vs. Prize Ships

With this option, a submarine is able to ‘mistakenly’ launch a torpedo attack against an opposing, unrecognized Prize Ship.

6.9.1 The player announces the submarine torpedo attack normally, but in this case states that the target is an opposing, unrecognized Prize Ship. The attack is not automatic, since it is essentially a German on German attack. The attacking player must roll a 10/8 vs. 10 challenge roll to successfully initiate the attack. If unsuccessful, the Submarine card is discarded normally; the player may not instead announce an attack against a Merchantman.

6.9.2 The player controlling the Prize Ship may not play a *Q-SHIP* or *SAIL Q-SHIP* card in response, but may play a *RAZZLE-DAZZLE* card.

6.10 Shallow Pursuit

With this option, when a *SHALLOW RUN* card is played, a Warship or Raider may pursue a Merchantman across the shoal and continue the Intercept!. The British Forces may never pursue.

6.10.1 The intercepting player must announce the pursuit before the defending player determines if the Merchantman was damaged crossing the shoal.

6.10.2 The two players simultaneously determine if either ship was unsuccessful trying to cross the shoal. Any damaged received as a result of crossing the shoal then applies when determining the result of the Intercept!. Note that both ships could be damaged or sink as a result of crossing the shoal.

6.10.3 If a ship that is already damaged is unsuccessful (a –2 modifier is applied to the ‘Challenge’ result), the ship is sunk instead before resolving the Intercept! —the opposing player adds the ship to their Victory Award pile.

6.10.4 As converted passenger liners, the five fast raiders drew anywhere from 30% to 50% more water than the other ships depicted in the game. Therefore, when one of these ships attempts a Shallow Pursuit, a –2 modifier is applied to the ‘Challenge’ result when determining damage crossing the shoal. This is in addition to any existing damage modifier.

6.11 Merchant Sailing Ships

Due to their unique silhouette and limited speed, whenever one of the 12 merchant sailing ships (*Anne de Bretagne*, *Buenos Ayres*, *Charles Gounod*, *Dee*, *Dupleix*, *Invercoe*, *Isabel Browne*, *John H. Kirby*, *Maréchal Davout*, *Staut*, *Størebør*, or the *William P. Frye*) is intercepted or attacked, the following conditions apply.

6.11.1 *AMC*, *Q-SHIP* or *FAST SHIP* Reaction cards may not be played.

6.11.2 If a *BREAK CONTACT* Reaction card is played by a Merchant Sailing Ship when it is intercepted, a –2 modifier is applied to

the ‘Challenge’ result when determining if the Break Contact is successful.

6.12 Prize Ship Re-Supply

German commanders often retained Prize Ships as part of their Force to serve as sources of supply, especially coal. Once a prize ship’s supplies were exhausted, it was typically scuttled.

6.12.1 Anytime during a friendly turn, if a player has a Prize Ship as part of their Force and also has a Warship or Raider marked with Limited Supply, including a ship in an Island Refuge, a single Warship or Raider may be (owning player’s choice) automatically re-supplied from the Prize Ship; remove the Limited Supply marker. If the player has more than one Prize Ship, multiple Warships and/or Raiders may be re-supplied on a one-for-one basis.

6.12.2 After re-supplying the player’s Warship or Raider, the player must determine if the Prize Ship’s supplies were exhausted with a 10 vs. 10/8 Challenge roll. If unsuccessful, the Prize is immediately scuttled and removed from the player’s Force and added to the player’s Victory Award pile. The ship is counted at its listed Victory Award (not at twice the listed Victory Award).

6.12.3 The use of this option replaces the re-supply rule associated with *BOARDING PARTY* and *NON-COMBATANT* cards. If the intercepting ship is re-supplied by the Prize Ship when it is captured (not required), the player must follow the process outlined in 6.12.2 above to determine if the Prize Ship’s supplies were exhausted.



Play Notes

Merchantmen in Kaiser's Pirates

Players may wish to know the range and point value of the Merchantmen in *Kaiser's Pirates*, to have a better idea of relative value of the available cards. The number of cards, (and percentage of the available deck) follows.

3 VA ships: 13 (21%)	7 VA ships: 19 (32%)
5 VA ships: 19 (32%)	9 VA ships: 9 (15%)

Historical Notes

British Merchant Ships: All British flag merchant ships, e.g., the *Clan Mactavish*, are depicted with the “Red Ensign” as their national flag. Some sources indicate that a few of these ships may have actually flown the “Blue Ensign” from their mastheads. Since all Blue Ensign warrants were officially cancelled on 21 August 1914, and not re-introduced until 19 May 1919, contradictory information exists as to the exact configurations. Therefore, Red Ensigns were used as the default in this game.



Ship pictures: When creating the card ship pictures, all attempts were made to research, locate and use an actual image. However, in some cases this was just not possible. For those ships, we created a picture based upon the best available information.

Merchantmen List

<i>Name</i>	<i>Safe Passage Dice</i>	<i>Defense Dice</i>	<i>VA Value</i>	<i>Name</i>	<i>Safe Passage Dice</i>	<i>Defense Dice</i>	<i>VA Value</i>
Anne de Bretagne	White vs. Red	Red	3	Kaipara	White vs. Green	Green	7
Appam	White vs. Green	Green	7	Katherine	White vs. White	White	5
Banksfield	White vs. White	White	5	King George	White vs. White	White	5
Bowes Castle	White vs. White	White	5	King Lud	White vs. White	White	5
Brecknockshire	White vs. Blue	Blue	9	La Correntina	White vs. Blue	Blue	9
Buenos Ayres	White vs. Red	Red	3	Lovat	White vs. Green	Green	7
Charles Gounod	White vs. Red	Red	3	Lundy Island	White vs. White	White	5
City of Winchester	White vs. Green	Green	7	Luxembourg	White vs. White	White	5
Clan Mactavish	White vs. Green	Green	7	Manchester Commerce	White vs. Green	Green	7
Cumberland	White vs. Blue	Blue	9	Maréchal Davout	White vs. Red	Red	3
Dee	White vs. Red	Red	3	Maria	White vs. White	White	5
Demeterton	White vs. Green	Green	7	Mary Ada Short	White vs. White	White	5
Diplomat	White vs. Green	Green	7	Matheran	White vs. Green	Green	7
Dramatist	White vs. Green	Green	7	Mongolia	White vs. Blue	Blue	9
Dupleix	White vs. Red	Red	3	Mount Temple	White vs. Blue	Blue	9
Elsinor	White vs. Green	Green	7	Otaki	White vs. Blue	Blue	9
Floride	White vs. Green	Green	7	Pontoporos	White vs. White	White	5
French Prince	White vs. White	White	5	Rio Iguassu	White vs. White	White	5
Georgic	White vs. Blue	Blue	9	Ryazan	White vs. White	White	5
Guadeloupe	White vs. Green	Green	7	Saxon Prince	White vs. White	White	5
Highland Brae	White vs. Green	Green	7	Staut	White vs. Red	Red	3
Hitachi Maru	White vs. Green	Green	7	Størebør	White vs. Red	Red	3
Horngarth	White vs. White	White	5	The Ramsey	White vs. Red	Red	3
Hudson Maru	White vs. White	White	5	Thorsten	White vs. Red	Red	3
Hyades	White vs. White	White	5	Troilus	White vs. Green	Green	7
Igotz Mendi	White vs. White	White	5	Turritella	White vs. Green	Green	7
Indrani	White vs. Green	Green	7	Vandyck	White vs. Blue	Blue	9
Invercoe	White vs. Red	Red	3	Voltaire	White vs. Blue	Blue	9
Isabel Browne	White vs. Red	Red	3	William P. Frye	White vs. White	White	5
John H. Kirby	White vs. Red	Red	3	Worcestershire	White vs. Green	Green	7

Warship and Raider List

<i>Ship Name</i>	<i>Raider?</i>	<i>Special Characteristics</i>	<i>Attack Dice</i>	<i>Defense Dice</i>	<i>VA Value</i>
1. Berlin	Yes	Fast, Mines, Coal	Blue, Red	Blue, White	18
2. Cap Trafalgar	Yes	Fast, Coal	Blue	Blue, Green	16
3. Cormoran	Yes		Blue, White	White	14
4. Geier	Yes		Red	Green	9
5. Greif	Yes	Mines	Blue, Green	Green	17
6. Iltis	Yes	Mines	Red	Green	10
7. Kaiser Wilhelm Grosse	Yes	Fast, Coal	Green, White	Blue, Red	16
8. Kronprinz Wilhelm	Yes	Fast, Coal	White	Blue, White	13
9. Leopard	Yes		Blue, Green, White	Green	19
10. Meteor	Yes	Mines	Green	White	11
11. Möwe	Yes	Mines	Blue, White, Red	Green	18
12. Prinz Eitel Friedrich	Yes	Fast, Coal	Blue, White	Green, Red	16
13. Seeadler	Yes	Sails	Green	White	10
14. Wolf	Yes	Wölfchen, Mines	Blue, Green, White	Blue	22
15. Dresden		Coal	Blue, Green, Red	Blue, White, Red	21
16. Emden		Coal	Blue, Green, Red	Blue, White, Red	21
17. Karlsruhe		Coal	Blue, Green, White	Blue, Green, Red	23
18. Königsberg		Coal	Blue, Green, Red	Blue, White, Red	21
19. Leipzig		Coal	Blue, Green, Red	Blue, Green	20
20. Nürnberg		Coal	Blue, Green, Red	Blue, White, Red	21

DRMs to Intercept! Attack Die Roll:

- 2 Limited Supply
- 2 Damaged Ship (see also Optional Rule 6.8)
- 1 Night Action
- +3 Searchlight (Assist Card in a Night Action only)
- 2 Fast Ship (Response Card for a Merchantman vs. Raider)
- 2 Non-Combatant (Response Card for a Merchantman)
- +2 Surprise Attack (Assist Card)
- +2 Monitor (against Island Refuge only)

DRMs to Intercept! Defense Die Roll:

- 2 Damaged Ship (see also Optional Rule 6.8)

DRMs to Challenge Die Roll:

- +2 Blockade Runner with Prize Ship
- 2 Break Contact with a Damaged Ship
- 2 Break Contact with a limited supply ship
- +1 Fair Seas
- +2 Interned Limited Supply and/or Damaged
- +2 Non-Combatant for Safe Passage
- 2 Rendezvous Missed with Prize ship
- 2 Shallow Run with Damaged Ship

DRMs to Challenge Die Roll (Optional Rules):**Coal Pile:**

- +2 Rendezvous Missed
- 1 Blockade Runner
- 1 Re-supply when in an Island Refuge

Sails:

- 2 Rendezvous Missed
- +1 Blockade Runner
- +1 Re-supply when in an Island Refuge
- 2 Break Contact (Response Card for Seadler)
- +2 Break Contact (Response Card for a Merchantman)
- 4 Fast Ship (Response Card for a Merchantman)

Wölfchen:

- +4 Surprise Attack (Assist Card)
- +2 Break Contact (Response Card for Wolf)

Fast Raiders:

- 2 Shallow Run (Response Card for a Fast Raider)

Additional Damage:

- 2 Break Contact per Damaged Marker (Response Card)
- +2 Interned per Damage Marker
- 2 Shallow Run per Damage Marker (Response Card)

Shallow Pursuit:

- 2 with a Damaged Ship
- 2 with a Fast Raider

Merchant Sailing Ship:

- 2 Break Contact (Response Card)

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Player Turn Summary

1. Commit any number of legal action cards.
2. Place remainder of hand aside. No further Action cards may be played out of the hand—exception *REFLAG*.
3. Execute committed cards in any order desired.
Only one player per turn may be attacked with Intercept!, mines or torpedo attack type cards (see section 3.1.3).
ASSIST CARDS: can only be played in combination with an Intercept! mines or torpedo attack card.
REACTION CARDS: are played directly from the defending player's hand in response to an Action card.
NON-INTERCEPT! CARDS: may be played against the same player or one other player.
4. Discard all committed cards (whether played or not).
5. Draw one Action card, regardless of how many you played (even if you did not play any!)
6. If needed, each player draws Merchantmen cards so that they all have 3 in front of them.



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