VOYAGES MAP 1 RULES

'TRADE WINDS BLOW'

HOW TO PLAY

VOYAGES is played over a series of rounds. Each round, players draw a line to mark the passage of their ship (starting first from the start island, and then from the end space of their last turn). Players may perform actions, or land on islands depending on what space they end the round on. Some of these actions will earn the players legendary stars. When ONE or more players earn their third legendary star, one final round is played.

THE DICE & SAILORS

The game uses 3 standard 6-sided dice. The dice are rolled each round and all players simultaneously use the same results. You can modify your own results by +/-1 by exhausting (crossing off) sailors. Heroic sailors allow a die result to be changed to any other result. The only limit on the number of sailors / heroic sailors you can use per turn is the number you have available. A dice can be modified multiple times but results can never be modified above 6 or below 1. Dice results can wrap (so a 6 can be changed to a 1 using a sailor and vice versa).

WHEN PLAYING SOLO

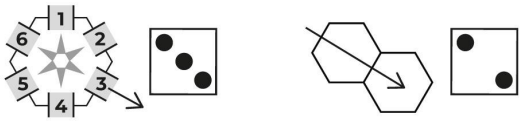
When playing solo, you have just 16 rounds to earn 3 stars. If you fail to get at least 3 stars before the end of the final round, you have lost. If you have 3 stars or more, you have won. Complete the 16 rounds and tally up your gold as per the standard scoring. **Use the spaces around the windrose to track the rounds.**

ROUND STRUCTURE

1. One player rolls three D6. Each player uses each dice exactly once.

2. Players pick two of the results to *MOVE*.

MOVE Use one of the dice to set the direction using the corresponding number on the windrose, and one of the dice to determine how many spaces you move. You must travel the whole distance unless you travel onto an island space, the DREAD space, or hit the edge of the map. You always travel in a straight line but may travel through spaces, or to islands you have visited before.



When leaving a 2 hex island, you may depart from either hex, regardless of which space you originally landed on. If a 2 hex island has an icon, you can use that action regardless of which space you originally landed on.

3. Use the remaining die result to mark off any corresponding square in the ship's duties. If you complete a row or column doing this, you immediately claim that reward (see duties).

4. Carry out actions based on the space you **have ended the round on** (see ACTIONS). You do not collect rewards for spaces you have traveled through, or rewards you have previously collected.

5. Check to see if any player has collected their third legendary star. If one or more players has three or more legendary stars, trigger the end of the game and play one final round.

ACTIONS

After moving your ship and crossing off a duties box, you may complete the action of the space you're on.

SAILOR Gain a sailor by outlining one of the dotted line boxes on the sailor track.

RELIC Make one of your unexhausted sailors Heroic by marking a circle inside of that sailor's box. Cannot be used if you have no unexhausted sailors.

CARGO Circle the leftmost unmarked section of the corresponding cargo track. For barrels, choose any cargo track and circle the leftmost unmarked section.

SETTLEMENTS Sell cargo and gain a sailor (see 'CARGO'). You gain a sailor even if you don't sell any cargo. Once a settlement has been used for an action, it cannot be used for either action again.

DREAD Exhaust 2 heroic sailors to defeat the DREAD. If you don't have 2 heroic sailors, exhaust 1 sailor or 1 heroic sailor but do not defeat the DREAD. If you have no unexhausted sailors, do nothing.

CARGO

Cargo represents goods that players can find and sell for gold. There are four different types of cargo; fruit, gems, spice, and hide. A barrel icon is a wild cargo and can be used as any of the four. When a player gains a piece of cargo, they circle it on the corresponding track starting from left to right. When visiting an island with a settlement, players can choose to sell up to one of each type of cargo, or all of one type of cargo by crossing off the circled piece(s). The position on the cargo track is how much gold the cargo scores at the end of the game. You must always sell cargo of a particular type from left to right (least valuable first).

Once cargo has been sold, that settlement will no longer buy any goods. Players should mark a cross through the settlement to remind them.

Visiting a settlement also lets players gain a sailor regardless of whether they sell cargo or not.

WAYS TO GAIN LEGENDARY STARS

CARGO Sell your third piece of one type of cargo (max 1 star for cargo).

DUTIES Complete the middle row of the duties track.

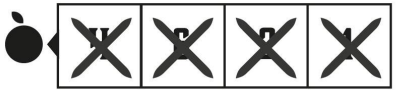
DREAD Defeat the DREAD by landing on it and exhausting two Heroic sailors.

EXPLORE End your turn on the legendary star ocean space.

RECRUIT Gain your twelfth sailor (6 additional).

DUTIES

Each round you mark off one box on the duties track that matches one of the die results. When a row or column is completed this way, you immediately gain the reward(s) associated with that row or column. Though only one die result is ever used, it is possible to complete both a row and a column in a single round.



GAME END

Once a player(s) has marked the third spot of the legendary track, the end of the game is triggered. One final round is played, and then all players tally their gold. The player with the most gold is the winner. If there is a tie, all tied players share the victory.

SCORING

ISLANDS VISITED Players tally the gold from islands they have visited.

OCEANS EXPLORED Players earn 1/4/9/16/25/36/49 gold for each different unexplored ocean region they have traveled to, or through.

CARGO Players tally the gold from sold cargo. Players also earn 1 gold for every unsold item of cargo.

HEROES Players gain 2 gold for every unexhausted heroic sailor.

DEFEATED DREAD Players gain 14 gold if they have defeated the DREAD.

LIVING LEGEND Players gain 3 gold for every legendary star earned.

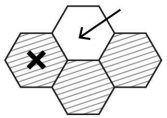
Author: Rory Muldoon | **Translation:** N/A

VOYAGES MAP 2 RULES

‘THE MARAUDER’S REEF’’

HOW TO PLAY

This rule sheet contains additional rules for Voyages map 2. Please see the Map 1 rules for full instruction on how to play Voyages. If you haven’t played Voyages before, we recommend you start with Map 1 before playing Map 2.



REEFS

Reefs are features on the map that impede your ship’s movement. They act in the same way as the edges of the map; if a player’s ship would move into a space with a Reef, it instead stops in the space immediately before and ends its movement.

MARAUDERS

Fighting marauders is a new action players can take each turn, in addition to the action matching the space they are on. At the end of the game, players earn gold depending on how many marauders they have defeated.

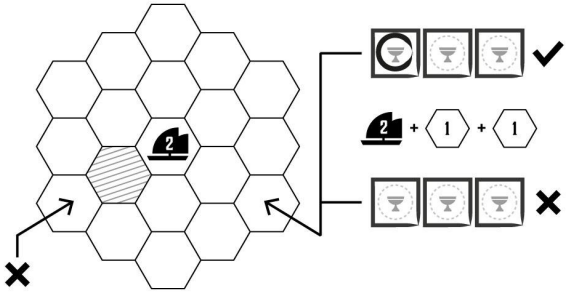
Each round, after the action step, players can choose to fight and defeat one marauder. You must either be on the same space as that marauder, or the marauder must be in a straight line (following the six cardinal directions of the windrose) from your current location without islands, reefs or other marauders in between. You can only fight a maximum of one marauder each round.

There are 3 different types of marauders: small, medium and large, denoted by both their icon and their strength (shown on their sail). To defeat a marauder, a player’s strength must equal or overcome the marauder’s strength.

Each active sailor contributes 1 to a player’s strength, while each active heroic sailor contributes 2 strength.

The strength of a marauder is equal to the number on its sail, plus 1 for each space the marauder is away from the player’s current location.

For example, to defeat a small marauder 2 spaces away, you must have at least a strength of 4: 2 for the small marauder’s base strength plus 2 because the marauder is two spaces away.



When you defeat a marauder, cross off the ship icon on the map (to show it cannot be defeated again), and then cross off the leftmost uncrossed space in the corresponding Marauder track. **Defeating marauders does not exhaust any sailors**. When you defeat all marauders of a single type (5 small, 4 medium or 3 large), you gain a legendary star (maximum one star from marauders).

FORTS

Forts represent a new action players can take when visiting a corresponding island. Circle one space at the end of a marauders track of your choice. That track will score double at the end of the game. **You also gain 1 sailor.**

DUTIES

Each round you mark off one box on the duties track that matches one of the die results. You must always cross off the spaces from left to right in each row. When either of the first or second half-columns is completed (123 and 456), you immediately gain the matching reward.

When you cross off the third space in a row, you also circle the corresponding skill associated with that row. That skill is now considered active.

DUTY SKILLS

OARS Each round you may adjust the die value chosen for your speed by +/- 1 without using a sailor. You may combine this ability with sailors to further adjust the value.

RUDDER Each round you may adjust the die value chosen for your direction by +/- 1 without using a sailor. You may combine this ability with sailors to further adjust the value.

PROW You may move through, and stop on reef spaces. You cannot defeat a marauder if blocked by a reef.

BALLISTA Your strength is increased by 2 whenever you fight a marauder.

QUARTERS Each round you may adjust the die value chosen for your duties by +/- 1 without using a sailor. You may combine this ability with sailors to further adjust the value.

ARMOURY Whenever you gain a new Sailor for any reason, immediately make it Heroic.

Whenever you cross off the fourth and final space in a duty row, you have mastered that skill, and will earn 3 extra gold at the end of the game. When you master your 3rd skill, you gain a legendary star.

WAYS TO GAIN LEGENDARY STARS

MARAUDERS Defeat all Marauders of a single type (max 1 star for Marauders).

DUTIES Master 3 Skills by crossing off all spaces in 3 separate rows

EXPLORE End your turn on either the legendary star ocean space or island (you can gain both stars in a single game)

RECRUIT Gain your twelfth sailor (6 additional).

GAME END

Once a player(s) has marked the third spot of the legendary track, the end of the game is triggered. One final round is played, and then all players tally their gold. The player with the most gold is the winner. If there is a tie, all tied players share the victory.

When playing solo, use the rules for map 1 (play 16 rounds and try and get 3 stars).

SCORING

ISLANDS VISITED Players tally the gold from islands they have visited.

OCEANS EXPLORED Players earn 1/4/9/16/25/36 gold for each different unexplored ocean region they have traveled to, or through.

MARAUDERS Players tally the gold from the rightmost crossed off space on the marauder tracks. If the associated fort has been circled, double the amount for that track(s).

HEROES Players gain 2 gold for every unexhausted heroic sailor.

MASTERED DUTY SKILLS Players gain 3 gold for every completed duty row.

LIVING LEGEND Players gain 3 gold for every legendary star earned.

Author: Matthew Dunstan | **Translation:** N/A