



3

Ox can do it alone, using his cart (but he can carry nothing else).  
This is a valuable 'wild card'. But it takes two to carry it, and they can carry nothing more.

### Anchor

The anchor is too heavy to steal, so thieves leave empty handed. But if the would-be thief was a smuggler, they run off in fear, never to be seen again.  
If no smugglers are there, the cargo's obviously been stolen by some other good for nothing - 'chancers' as John Grills calls them! Even if there was nothing to steal, stealing was their intent when the broke in, so they run off in fear of reprisal.  
If there's a smuggler at Lone Tree Farm they run off with the haul. (if you have any, that is).  
One item at random is stolen from your hoard at Lone Tree Farm

### Stealing - how could anyone sink so low?

If you let them die, you can carry on turning ship cards. But one ransom note, with its ship, must be allowed to pass by. It therefore sits there, with the blackmailer waiting to be paid off later.  
If you decide to let them live, you all can go home with what cargo you've plundered.

### Survivors



## Record your wreckings - inside

### What's weighing against you

- ▶ How many ransom notes not even delivered: -3 for each
- ▶ How many ransom notes are unpaid: -2 for each
- ▶ Cargo showing on those notes: -1 for each cargo

**!! weight against you is the (minus) sum of these three.**

### What's in your favour

- ▶ How many items of cargo do you still **hold**? +1 for each
- ▶ How much **lantern power** do you still have? +1 for each

**!!! Saving graces for you is the sum of those two.**

### AND - if I paid all the ransoms ...

Well, I'll pander myself a bit.

I'll give myself **20**, plus cargos held, plus lantern power.

*This sheet compliments of  
FunGames4CasualPlayers.com*



Thanks to John Grills for a great adventure.

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Hope and Hawkeye may help out, of course.

At Smugglers' Bay, one **random** smuggler is caught and handed. You, if nobody else is there. The rest escape - without any booty. returns to Lone Tree Farm.  
If one appears at Lovers' Leap, the wrecker is caught and disappears forever, and wrecking ends for the night. Everyone else

### Redcoats

Each colleague is able to carry a specified amount of cargo, and you can carry two items.  
note showing the one you didn't plunder will have to be paid. Return to Bleak Moor, where another ransom note arrives. The strongest than the one held by your co-smuggler, the ship sails by. Ships carry lanterns - displayed on the ship-card. If theirs is by paying them with cargo you hold (which then goes out of play). colleague: so you **must** have at least one. Colleagues are recruited You cannot be at Lover's Leap with a lantern. That has to be a

### Colleagues, ships, and plundering

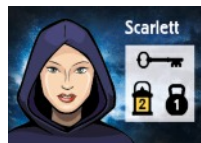
Keep unpaid ransoms to one side, with cargo-costs showing. you passed by still has to be paid sometime.  
In some circumstances, you may decide to let a ransom note slip past, and ignore a passing ship. Take the next card - but the note whilst you **not** at Lone Tree Farm.  
Ransom notes must be paid off in full, and they cannot be paid ransom note and pay off the blackmailer.  
The card also shows what cargos must be paid to neutralise the number of ship-cards that you are allowed to turn over.  
Ransom notes show a ship that you might try to plunder, along with

### Ransom notes



## Reminders about wrecking

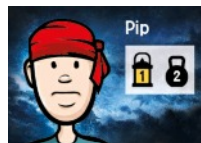
**Callous colleagues ... you need at least one**



Has a lantern strength of 2, can carry 1 cargo, and can unlock cargo that is locked.



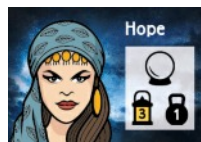
Has a lantern strength of 2, can carry 1 cargo, and can retrieve cargos off the rocks.



Has a lantern strength of 1, can carry 2 cargos, and nothing more.

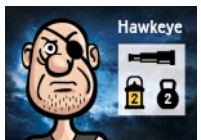


Has a lantern strength of 1. With his cart he can manage 3 cargos, or just the anchor.



She has lantern strength 3: can carry 1 cargo. At Lover's Leap, she can hide from a **Redcoat** once: draw another card.

At Smuggler's Cove she can once allow you to ignore any card, after which you can carry on drawing cards.



He has lantern strength 2: can carry 2 cargos. At Lover's Leap, he can escape a **Redcoat**, but there's no wrecking. At Smuggler's Cove he can warn of a **Redcoat**, so all can escape with what they've collected: no more.

Second, fold together here

