

PLUNDER!

Potrero 2015

The following rules will be in use during Potrero 2015.

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I. Overview

Plunder is a nautically-themed game within the SCA that runs year-round, where teams play for Salvage Tokens by challenging competing teams (ships) and participating in SCA activities.

Challenges can range from a quick dice game to anything the two ships agree on. SCA activities includes challenges run by the game sponsors at events, competing in tournaments, A&S displays or classes, volunteering at war, etc.

Salvage tokens are currency for challenges and other game mechanics, raffles, prize bounties, and the grand prize - the Flagship of Calafia. Ships can bid to win the Calafian Flagship championship, earning the title of Flagship of Calafia, bragging rights, a pennant to fly proudly, and unique gameplay status.

II. Registration

- Form a Ship. Your ship can be as many people as agree to play under your flag. Decide whether you want to play as Privateers, Pirates, or Navy. (See IV. Factions)
- Register your ship with the game moderators (GM). This will get you into the game. The GM will log your ship in the Registry, give you your Ship's License and starting disbursement of Salvage Tokens.
- GMs display a Black and Gold striped pennant, and may be at the following locations:
 - Merchant Stewards booth
 - Arts & Sciences - Check for nautical A&S classes
 - Merchants/Food tables - Look for other players settling challenges at the stone tables.
 - Horizon's End campsite - Captain Curteis FitzOsbern (lead GM)

III. Game Play

A. Fly your colours!

The Ship's License and Crew Favors are game badges resembling [signal flags](#). Crew Favors are smaller versions of the Ship's License. Each ship will be provided a Ship's License when they register. Crew Favors are available for donation to the Nautical Guild. Crews are free to make their own Crew Favors, and are encouraged to customize their Ship's License or make a fancier version.

- The Ship's License directly represents your ship. If you lose it, you lose your ship!
- Wearing your License or Crew Favor lets other players know you're actively playing and which faction you represent (Privateer, Pirate, or Navy).
- You MUST be displaying either a Ship's License or Crew Favor in order to ISSUE a challenge.
- You may choose to accept a challenge if you are not flying your colours, but it's not required. Not wearing your colours lets you be 'out of game', for when you don't want to or can't engage in challenges.
- You may let another member of your team wear your Ship's License and represent your ship.
- Ship's Licenses must be present for all involved ships for Ship Actions (ie Prize of War, Sinking, etc).

B. Keep your Salvage Tokens with you

- If you do not have the Salvage to cover your Stake on hand, your opponent does not have to accept the Challenge.
- Ships are free to make other arrangements at their own risk.

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C. Find a ship to challenge

Whenever you are wearing your License, and spot another ship flying their colours, you may challenge them. This can be in merchant's row, at their camp, standing in the shower line; if you're wearing your Ship's License, you're fair game. Announce yourself and let them know your intentions.

D. Determine when the Challenge will be resolved

Maybe you can resolve the Challenge where it is given. Maybe you'd like to negotiate a more convenient time. If the Challenge will take an extended time-period to resolve, you may bring it to the Admiralty to log and hold the Stake.

E. Determine the Stake

These are the base rules, and are modified based on the participants' Faction rules or by using special Sea Change cards (See V. Sea Change Cards).

- Ante. All participating ships must stake one Salvage Token (ST) to play. The Ante is not calculated towards the maximum Stake a ship can plunder.
- For each crewmate participating in the challenge, you must stake one additional ST.
- If there are more crew than the chosen challenge can accommodate, crew from each ship can pair off and engage in their own sub-challenge. Each subchallenge must also stake an ante on top of one ST per crewmate in that sub-challenge. (Think of this as separate conflicts within the same encounter.)
- It takes one crew to 'plunder' one Salvage Token, so a ship can only win as many ST (excluding Ante) as they have crew present.
- Example: A 5-man boarding party challenges a ship at their camp while 10 crewmates are present. Each team stakes their Ante. As the smaller team only has 5 crew, both teams stake 5 ST. Thus the total possible winnings for each side is 6 ST (one ante plus 5 for crew participating). If they broke up to 3 sub-challenges, the total Stake would be 8 (one ante per sub-challenge, plus 5 for crew participating)

F. Determine the Challenge

- The team that issues the challenge offers up to 3 means of resolving the challenge first. This can be anything from a quick game of dice or cards, a rapier duel or whatever your devious minds can come up with.
- Your opponent may decline if they are reasonably unable to participate in that activity (no dice, not authorized at rapier, there are no live sheep at war, etc.) It is thus in your interest to have an extra set of any materials required for your chosen challenges.
- If the 3 suggested challenges are unworkable, the target may offer one counter challenge, which the challenger may similarly decline.
- If a challenge cannot be agreed upon at this point, the Challenger is assumed to have won the engagement.
- As above, these rules can be modified based on the participants' Faction rules or by using Sea Change cards.

G. Resolve the Challenge

- Carry out the agreed upon challenge to determine who won the challenge

H. BOOTY!

The ship that is victorious at the Challenge gets the Stake. Rinse and repeat as desired.

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IV. Factions

There are three Factions in play at this time - Privateer, Pirate, and Navy. Each carries rules for who can be Challenged, and modifications to the Stake rules. Privateer is the default Faction. Ships may choose to register as Pirates, or may have their faction changed to Pirate if they break their faction's rules. There are service requirements to register for the Navy.

A. Privateers

This is the 'neutral/default' faction. Privateers may hunt Pirates, designated Privateers, or any ship from an opposing kingdom. This is a balanced Faction for ships that want to do some Plundering, but also plan to earn some ST through volunteering.

- Privateers are identified with a Red & Gold Ship's License (Red background, vertical Gold stripes)
- Attacks on Naval vessels of their own kingdom can result in being branded as Pirate.
- Excessive attacks on Privateers of your own kingdom may result in being branded as Pirate.
- You may attack Pirates and ships of opposing kingdoms at will.
- Modifiers
 - Prize of War - when Challenging, can take as many ST as their ship has crew present (not just participating), up to the maximum that the challenged ship can stake.
 - Well Armed - when Challenged, can stake 1 less ST than their ship has crew participating, to minimum of 1.

B. Pirates

Rules? PIRATE! This faction is good for ships that plan to do a lot of plundering, and not so much with the volunteer hours. Also, it's probably OP.

- Pirates are identified with a Black & White Ship's License (White X on Black)
- Can attack any Ship they see fit.
- Can be attacked by any Ship.
- And that's just the way you like it.
- Modifiers
 - Take everything - when challenging, can take double the ST they have crew participating (not present), up to as many ST as the challenged ship has crew participating.
 - Give nothing back - when challenged, can 'steal' the Challenger's Ante and withdraw if the Challenger outnumbered them at least 2:1.

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C. Navy

A ship must have a Commission or Letter of Marque from their Representative of the Crown (Royal, Noble, Navy, or Nautical Guild) to qualify as a Navy vessel at registration. A Ship can also 'buy' Naval status at a later date with documentation of significant Volunteer-earned Salvage Tokens (amount not yet set). Ships that will spend a majority of their time volunteering and would still like to play Plunder, or have a high degree of nautical knowledge, may want to work towards this faction.

- Naval vessels are identified with a Blue & White Ship's License. (White background w Blue panels)
- Can attack Pirates at will
- Can attack ships of opposing kingdoms at will
- May only attack Privateers of their own kingdom for special events.
- Attacking friendly vessels can result in revoking of Naval status.
- Modifiers
 - Pressganging! - when challenging can require Stake be paid in volunteer ST.
 - Seamanship - when challenged, can force Challenge to a game of Nautical Knowledge (ie terminology, rigging identification, etc.). Navy ship must provide the game to use this rule.

D. Flagship Encounter

A ship that has won the Nautical championship of a territory (shire, barony, or kingdom) granted the title, and can participate as an Elite encounter.

- The Representative of a Flagship playing as the Elite encounter shall wear a ship's license unique to the territory they represent.
 - The Flagship of Calafia's license displays a Gold trident over a Blue and Black background.
- Ships from ANY Faction may engage the Flagship once daily, but may only defeat the Flagship once per event.
- When challenging the Flagship, the challenging ship's stake is 1 ST Ante and 2 ST per crew participating in the Challenge.
- The Flagship will match the Challenger's stake, regardless of how many Flagship crew are present, plus an additional 10 ST and a Sea Change card (when available).
- Each flagship may set an additional, reasonable requirement. (Ie, proof of Volunteer hours at war, Lysts or A&S entry at tournament, etc.)
- The Flagship may make the challenge be Nautical Knowledge, format to be determined by Flagship. Flagships are encouraged to develop their own unique period Nautical Knowledge challenge. In each case, the Flagship must provide all materials necessary for the challenge. Example challenges are::
 - Nautical Terminology flash cards - successfully identify 20/25 terms.
 - Rigging/ Ship type identification - successfully identify 10/12
 - Sail names - successfully name 8/10
 - Meaning of Ship's Bells - identify 4/5
 - Knots - successfully make 3 of 4 knots

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FOLLOWING ITEMS ARE STILL IN REVIEW.

V. Sea Change Cards

Single use cards that affect outcome or Stakes of Challenges

Possible game effects::

- Lucky Coin - can be used during any challenge to redo or replace a bad outcome (ie die reroll, replace a card, replay a bad round)
- Bonus Booty - after winning a boarding action, the card can be redeemed for (1 to 3) bonus Salvage Tokens.
- Yeah, but we swiped their grappling hooks - the ship playing this can take any staked ante and end combat.
- Wet Powder - Negates another bonus card's effect.
- Black Spot/Cursed - force opponent to redo roll/turn and take worse of the two results
- Freight So - Crew can claim 1 more salvage, up to max opponent can bid.
- Frayed Knot - Opposing crews are forced to claim one less salvage than normal, to a min of the playing crew's Ante.
- Typhoon - Whatever the outcome of the challenge, evenly divide the stake between the participating crew, with any remainder going to the crew that played this card.
- Scurvy - the opposing crew must play the challenge with a moderate handicap relevant to the challenge (ie 1 fewer die for Liar's Dice, a shorter blade in a rapier duel.) Crews must agree on the handicap applied.
- Ghost Ship - Retain for duration of event. Event specific rules.
- Fleet Master - Retain for duration of event. Event specific rules.

Use - At any time during a challenge, a crew may elect to place a Sea Change card into play. Unless otherwise stated, the card enters play face up and any effects take place immediately. Only one Sea Change card can be played per crew. After the challenge has been resolved, the crew playing the card signs it to remove it from further use.

Redeeming - Signed Sea Change cards can be redeemed with the Game Masters for ST.

Earning Sea Change cards

- May be purchased with ST from Game Masters
- May be awarded for beating the Flagship's .
- May be awarded for making a purchase from a Merchant NPC, after defeating their challenge.
- May be awarded for participation in, or included in the prize of, Plunder sponsored competitions, events, or challenges.

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VI. Rules NOT in effect at this event.

Please feel free to discuss how these rules could work.

- Mascot/Figurehead
- Ship Upgrades
- Specialty Ships
- Sinking/Prize of War
- Hostile NPCs

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Appendix 1: Game references

- Liar's Dice - http://en.wikipedia.org/wiki/Liar's_dice
- Dead Man's Draw - <https://maydaygames.com/card-games/dead-mans-draw.html>
- Pirate Dice - <http://boardgamegeek.com/boardgame/124047/pirate-dice-voyage-on-the-rolling-seas>
- Pirate Fluxx - <http://www.looneylabs.com/games/pirate-fluxx>

Appendix 2: Liar's Dice, Caid edition

- All players start with 5 dice.
- Shipmates should not be seated next to each other, if possible.
- Senior officer of the challenging ship starts, or highest roll if multiple ships are participating.
- 1's are wild until one player is down to a single die.
- Only the next person in play can call Liar, as they are affected by the previous player's bid.
- If a player lies and is caught, they lose a die. Direction of play then reverses, with the player who called the lie starting.
- If a player calls a lie, and is wrong, they lose a die. Direction of play reverses, beginning with the player called a liar.
- When a player loses their last die, they are removed from play.
- A game concludes when only one ship's players remain.