



*An asymmetrical strategy game for two players by
Dutchmogul*

Set sail for the Isle of the Four Winds! Raid the settlements, do battle with the Imperial Navy, but beware, for the winds blow fiercely in these legendary waters.

SETUP

To begin, determine who's the Pirates (Red) and who's the Imperial Navy (Gray). Starting with the Imperial Navy, players each take a board section and place it so that the main island (largest landmass) is in the center of the board. Once all four board sections are placed, the main island should be assembled with no flat edges showing. Place the Compass off to the side so that it corresponds with the flat edges of the map, setting the hand to the North position.

Once the board is assembled, the Imperial Navy player places their each of their eight Placement Counters as they like, face down on any map square that has land in it. No counter may be directly adjacent (diagonally or orthogonally) to any other counter.

After the Imperial Navy has placed their Placement Counters, the Pirate player may place each of their Ship pawns into any water square abutting the edge of the map. After all of the Pirate Ship pawns have been placed, the Imperial Navy player flips their Placement Counters and replaces them with the appropriate pawns.

PLAYING THE GAME

Beginning with the Pirate player, each player takes a turn using three of their pawns. Once both players have taken their turns, a game round has passed, and you must turn the compass clockwise by one pip.

When activating a pawn, you may either **Move**, **Attack**, or **Deploy**. You may only activate the same pawn once per turn.

DEPLOYING: When deploying, you may bring an infantry pawn (either a Pirate or Guardsman) in from pieces held at the side of the map. The pawn must be placed in an empty square adjacent to the correct type of pawn currently on the map. Pirates can only be deployed into a land square, and must be deployed from a red Ship. Guardsmen may only be deployed into a land square and may be deployed either from a Settlement or a gray Ship. The gray Ships must be deployed into a water square and may only be deployed from a Port (thus, it is very important for the Imperial Navy player to place their Port adjacent to water). Pawns may be deployed diagonally or orthogonally.

MOVING: When moving, you may move a single pawn capable of movement one unoccupied square in an orthogonal direction. Buildings (Gun Towers, Ports, and Settlements) may never be moved. Infantry pawns (Pirates and Guardsmen) may only move on land. Ships may only move in water. You may move a pawn back into the correct type of pawn to put it back into your reserves at the side of the map, if you so choose.

ATTACKING: To attack an enemy, you must be directly adjacent (orthogonally) to them. When attacking, both pawns compare their Offense value (the cutlas) against the other's Defense value (the shield). If either pawn's Offense equals or exceeds the other's Defense, that pawn is defeated and is removed from the game. Place them away from your pieces that have not yet been played, as defeated pieces may not re-enter the map.

WAR COUNTERS

Each player has 10 war counters. When an attack is made, either player may place any number of war counters face down on the table. Once both players are ready, the counters are revealed. Each counter shows a modifier (+1, +2, or +3) which is added to either the Offense or Defense (indicated by a cutlas or shield icon). These modifiers are added to the pawn's values for the duration of the attack, then are placed face down in a discard pile and may not be used again or refereed.

THE WIND DIE

At the beginning of each round, roll the Wind Die. If a direction is rolled (North, East, South, or West) then all ships that you choose to move may move an extra square if moving in that direction. Ships wishing to move in the opposite direction, however, may not do so at all.

VICTORY CONDITIONS

The game ends when all of the Settlements have been defeated (victory to the Pirates), or when the Compass has made a full revolution to the north (victory to the Imperial Navy).

Guardsmen



☞ 3
♣ 2

Settlement



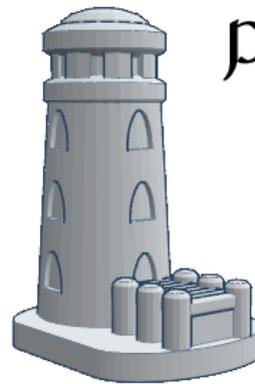
☞ 0
♣ 2

Pirate



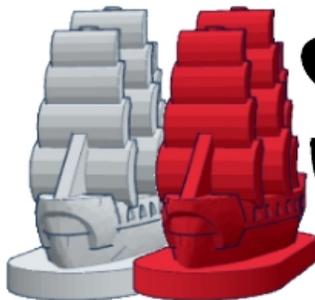
☞ 2
♣ 2

Port



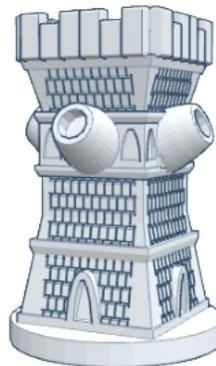
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Ships



☞ 2
♣ 3

Gun Tower



☞ 3
♣ 4

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Game Contents: Ships (Gray) x4 (Red) x8, Guardsmen (Gray) x9, Pirates (Red) x12, Gun Tower (Gray) x2, Settlement (Gray) x3, Port (Gray) x1, Compass (any color) x1, Wind Die (any color) x1, Placement Counters (Gray) x1, War Counters (Gray) x1 (Red) x1, board segments x4

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