John D Clair

DEAD RECKONING™

PORT OF CALL

· RULEBOOK ·

An Expansion for
Dead Reckoning™

Card Crafting System

AEG

INTRODUCTION

The **Dead Reckoning™** base game is required to play *Port of Call*. *Port of Call* can be used with any **Dead Reckoning™** expansion, but no other expansions are needed to use *Port of Call*. *Port of Call* can also be played with all expansions. Most components from this expansion will have a ⚓ icon.

COMPONENTS

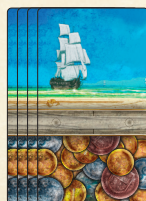48 Sailor Ability cards (12 per player)
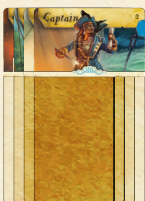
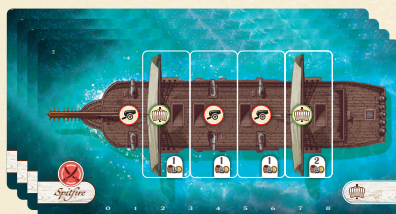48 Sailor Illustration cards

16 Advancement cards

8 Encounter cards

80 card sleeves

4 Sailor Reference cards

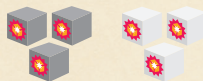4 Ship boards (double-sided)

5 Ocean boards

4 Basic Ship Upgrade tiles

4 Advanced Ship Upgrade tiles

9 Achievement tokens (double-sided)

14 Exploding Cannon cubes (7 gray, 7 white)

SETUP AND GAMEPLAY

ALTERNATIVE SAILOR ABILITIES

Before Setup Step A: All players should decide if everyone is going to use the new Sailor cards or the base game Sailor cards. For a more casual play variant, each player can decide separately if they want to use the old or new Sailors as their crew. The Sailor Ability cards from this expansion and the base game cannot be mixed within each deck–each player uses a **full set of one or the other**. Please see the glossary on page 6 for a reference on the new Sailors.

SHIP BOARDS

Before Setup Step A: Randomly deal 1 of the new Ship boards to each player. Players may choose to use either the front or the back side of their new Ship board, or they can use a standard Ship from the base game instead. The new Ship icon reference is on page 8.

ACHIEVEMENT TOKENS

In Setup Step A: Place the Achievement tokens on the Harbor board, number side up, covering their matching achievements. Then flip each token separately like a coin to choose a side randomly to use for this game. There is a glossary for the new Achievements on page 4.

OCEAN BOARDS

The new Ocean boards can simply be added to any game for more variety, and they can be added to the Ocean boards you are already randomizing and using in *Setup Step B*.

All the normal rules apply to these new Ocean boards, with some slight changes outlined in the Ocean board glossary on page 5.

NEW ADVANCEMENTS, ENCOUNTERS, AND SHIP UPGRADES

In Setup Step C and D: The new Advancement and Encounter cards can be shuffled into their corresponding level decks from the base game. Add the Basic and Advanced Ship Upgrade tiles to the supply of existing Ship Upgrades.

EXPLODING CANNONS

In Setup Step D: Add the Exploding Cannon cubes to the supply next to the Black cubes.

During the game, Exploding Cannon icons (🔫💥) count as Cannon icons (🔫) for all intents and purposes. Any abilities looking for 🔫 also count 🔫💥 . Each icon can be used for only for 1 battle a turn.

For each Exploding Cannon icon (🔫💥) that you choose to use, take 1 white Exploding Cannon cube from the supply. If an opponent has any Exploding Cannon icons, they may use the gray Exploding Cannon cubes.

When an Exploding Shot icon (💥) is rolled from an Exploding Cannon cube, it is removed and dropped again into the Battle ship (not optional) along with 1 extra cube (optional). This happens at the same time any normal cubes land in the Exploding Shot zone of the Battle board.

If an already rolled exploding cube is knocked to its 💥 side, it will trigger.

When an Exploding Cannon cube is rolled into an Exploding Shot zone (💥) and lands on its 💥 side, it is removed and dropped again into the Battle ship along with 2 extra regular cubes of the player's color (adding cubes is optional).

ACHIEVEMENT TOKENS GLOSSARY

The new Achievement tokens have the same 9 requirements as the base game on 1 side (numbered 1–9) and **new** alternative requirements on the other side (marked with ⚓).

During setup at the beginning of the game, randomly determine which side of each Achievement token will be used. (Flipping each like a coin is a good technique.) Alternatively, your group can choose which Achievement tokens you will use.

The new Achievements are as follows:

✳ **Full Sails:**
In 1 turn, move your Ship from a 4th row Ocean tile to the Harbor and back to the 4th row. The 4th row tile you end on *does not* need to be the same 4th row tile you start from.

✳ **Advanced Crew:**
On your turn or at the end of the game, have 12 or more total Advancements on cards in your hand, in play, in your discard pile, set aside, and/or recently purchased.

✳ **Treasurer:**
Have at least 10 🪙 on your Ship and/or the islands you control. These 🪙 cannot come from your Treasure chest.

✳ **Outpost Builder:**
Own 3 or more Outposts (🏠). If you ever have 3 or more Outposts at the same time on islands you control, immediately place an Achievement marker here. You do not lose this Achievement if you have fewer than 3 Outposts later in the game.

✳ **Crew of All Trades:**
On your turn or at the end of the game, have 8 cards of level 2 or higher in your hand, in play, and/or in your discard pile.
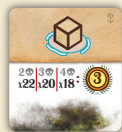
✳ **Focused Specialty:**
In 1 turn, have 4 or more 🏋 icons, use 5 or more ⚙ icons, or have 6 or more ☸ icons in play.

✳ **Pioneer:**
The total number of Influence cubes (includes permanent cubes) you need to have on islands depends on the number of players:

  ✖ 2-player game: 22 cubes
  ✖ 3-player game: 20 cubes
  ✖ 4-player game: 18 cubes

✳ **Warmonger:**
Each time you defeat an opponent's Ship, 🏛, or 🗺 in battle (*removing an 🏠 by taking control of an island is not a battle*), take a cube from that player and place it on your Ship board. The number of each opponent's cubes you need to collect depends on the number of players:

Warmonger (continued)

- ✖ 2-player game: 3 cubes from your opponent
- ✖ 3-player game: 2 cubes from **each** opponent
- ✖ 4-player game: 1 cube from **each** opponent

Once you have collected the required number of cubes, return them to your opponent(s) and place your Achievement marker here.

✳ Battle Crazed:

In 1 turn, win 2 non-Building battles with your Ship. These battles can be against any combination of Merchant ships or opponents' Ships.

> **Note:** "Winning a non-Building battle with your Ship" means a battle against any non-player (e.g., Merchant ship or Saga creatures) or against an opponent's Ship. Defending successfully with a Building or defeating a Building does not count.

OCEAN BOARD GLOSSARY

✳ Devil's Passage:

This island may have 2 Forts (🏰) built on it. Each 🏰 is worth 2 ⭕ at the end of the game. Each 🏰 will drop 5 cubes in a battle.

✳ Murderer's Rock:

This island may have 2 Garrisons (⛭) built on it. Each ⛭ is worth 2 ⭕ at the end of the game. Each ⛭ will drop 2 cubes in a battle. Each ⛭ will deal 1 🔥 to each opponent's Ship that stops or passes through Murderer's Rock.

✳ Golden Shores:

This island may have 2 Outposts (🏠) built on it. Each 🏠 is worth 2 ⭕ at the end of the game. Each 🏠 will produce 2 ⭕ when Golden Shores is chosen to produce, instead of 1 ⭕ and 1 🛢.

✳ The Beacon:

This island will allow a player to level up 1 card in hand or play when they gain control of it. If the card that is in play has not used its Sailor's abilities on the bottom of the card yet this turn, it may level up first and then use its ability. A player who already controls the Beacon cannot gain this ability again by simply putting more cubes on the island. If you lose control and then regain it, you will get to level up a card. Note that the player with the most cubes here gets 1 ⭕, the 2nd most cubes get 2 ⭕, and the 3rd most gets 3 ⭕.

✳ Swift Sea:

(⚓) This open sea Ocean board does not require a Sail to move **out** of it. A player's normal movement granted by Sails can be used to Sail into it, and then they get a free move out of it.

SAILOR GLOSSARY

CREW

Note that there are 3 different Crew Sailors, each with different level 2 and level 3 abilities, while all their level 1 and level 4 abilities are the same.

LEVEL 1 — Gains 1 🛢 on your Dock tile.

LEVEL 2 — Gains 2 🛢 on your Dock tile. You may also pay the amount of 🛢 shown from your Ship and/or Dock tile to build the specific Building shown. Your Ship does not need to be at the island to build there, but you do need to control the island.

LEVEL 3 — Gains 3 🛢 on your Dock tile. You may also pay the amount of 🛢 shown from your Ship and/or Dock tile to build the specific Building shown. Your Ship does not need to be at the island to build there, but you do need to control the island.

LEVEL 4 — Gains 4 🛢 on your Ship or Dock tile. You may also pay 2 🛢 from your Ship and/or Dock tile to build 1 Fort, 1 Garrison, or 1 Outpost. Your Ship does not need to be at the island to build there, but you do need to control the island.

DECK HAND

LEVEL 1 — Gains 1 Sail (⛵).

LEVEL 2 — Gains 1 Sail (⛵). Also, if you are in Harbor (⚓), you may repair 1 🔥 on your Ship.

LEVEL 3 — Gains 2 Sails. Also, if you are in Harbor (⚓), you may repair 1 🔥 on your Ship.

LEVEL 4 — Gains 3 Sails. You may also repair 1 🔥 on your Ship.

FIRST MATE

LEVEL 1 — Has 1 Wheel (☸) and gains 1 🛢 on your Dock tile.

LEVEL 2 — Has 1 Wheel, places 1 Influence cube (🚩), and gains 1 🛢 on your Dock tile.

LEVEL 3 — Has 1 Wheel, places 2 Influence cubes, and gains 1 🛢 on your Dock tile.

LEVEL 4 — Has 1 Wheel, places 3 Influence cubes, and gains 1 🛢 on your Dock tile.

GUNNER

LEVEL 1 — Places 1 Influence cube (🏴).

LEVEL 2 — Places 1 Influence cube. Has 1 Cannon (🔫).

LEVEL 3 — Places 1 Influence cube. Has 1 Cannon. Has 1 Exploding Cannon (💥).

LEVEL 4 — Places 1 Influence cube. Has 1 Cannon. Has 2 Exploding Cannons.

BUCCANEER

LEVEL 1 — Gains 1 🛢 on your Dock tile.

LEVEL 2 — Gains 1 🛢 on your Dock tile. Gives you 1 Attack flag (🏴).

LEVEL 3 — Gains 1 🛢 on your Dock tile, gives you 1 Attack flag, and produces (⚙) on 1 island.

LEVEL 4 — Gains 2 🛢 on your Dock tile, gives you 1 Attack flag, and produces on up to 2 different islands.

BOSUN

LEVEL 1 — Gains 1 🛢 on your Dock tile.

LEVEL 2 — Gains 1 🛢 on your Dock tile. You may also repair 1 🔥 on your Ship.

LEVEL 3 — You may pay 4 🛢 (from your Ship or Dock tile) for a Basic Ship Upgrade (🪚). You may also repair 1 🔥 on your Ship.

LEVEL 4 — You may pay 4 🛢 for a Basic Ship Upgrade or build an Advanced Ship Upgrade (⚒) over a Basic Ship Upgrade already on your Ship for free. (*This keeps the Basic Ship Upgrade on your Ship for endgame scoring and the Elite Vessel Achievement, but it's no longer active.*) You may also repair 1 🔥 on your Ship.

PURSER

LEVEL 1 — Places 1 Influence cube (🏴).

LEVEL 2 — Places 1 Influence cube and produces (⚙) on 1 island.

LEVEL 3 — Produces on up to 2 different islands. You may also pay 6 🛢 (from your Ship or Dock tile) for a Basic Ship Upgrade (🪚).

LEVEL 4 — Produces on up to 3 different islands. You may also pay 3 🛢 for a Basic Ship Upgrade.

CAPTAIN

**LEVEL 1** Gains 1 🛢 on your Dock tile.

LEVEL 2 Has 1 Wheel (☸). Has 1 Cannon (🛞).

LEVEL 3 Gives you 1 Attack flag (🏴). Has 1 Wheel. Has 2 Cannons.

LEVEL 4 Gives you 1 Attack flag. Has 1 Wheel. Has 2 Cannons and 1 Exploding Cannon (🧨). The **battle ability** allows you to remove **any** 1–4 cubes from Plunder zones (zones that provide Coins and/or Cargo). You may re-drop any number of them, leaving the rest removed from the battle. You must choose all the cubes at once, and the new drop result(s) are the only ones used or counted. You can choose any combination of your cubes and the cubes of your opponent as well as any combination of regular and exploding cubes.

BATTLE: Remove 1–4 cubes from Plunder zones. You may re-drop any number of them.

SHIP ICON REFERENCE

In battle, drops 1 Exploding Cannon cube. Follows all Cannon rules otherwise.	Once on each of your turns, gain 2 Cargo on your Ship.	Once on each of your turns, repair 1 damage.	Once on each of your turns, produce on 1 island where your Ship is present.	Once on each of your turns, place 1 Influence cube where your Ship is present.

CREDITS

Game Design
John D Clair

Art & Graphic Design
Ian O'Toole

Additional Graphic Design
Kirk W Buckendorf
John Goodenough

Director of Projects
Adelheid Zimmerman

Production
David Lepore
Adelheid Zimmerman

Rules
Kirk W Buckendorf

Rules Editor
Dan Varrette

Proofing
Ryan Dancey,
Mandy McCool, Todd Rowland

Development Team
Mark Wootton,
Kirk W Buckendorf,
Josh Wood, John Goodenough

Playtesters:
Benjamin Barzilai, Leon Blight, Christopher Buckley, Zachary Burch, Chris Buskirk, Lacy Dove, Rhys Green, Sean Growley, Tim Herring, Kyle Huibers, Ian Ingoldsby, Erik Lima, Damon Mair, Eric Martinez, Mandy McCool, Mike McDonald, Chris McPherson, Ben Okun, Mike Rizzo, Andrew Rosenberg, Charlie Sehres, Dwight Stone, Eda Yenal, Adelheid Zimmerman, John Zinser.

Questions? alderac.com/customer-service

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WARNING: NOT A TOY. NOT INTENDED FOR PERSONS UNDER THE AGE OF 14.