Avast Matey!
That be me plunder ye got yer eyes on!

Introduction
Aye Matey! To the victor go the spoils! Swordplay: Pirates is an easy, fast paced card game of swashbuckling combat on the high seas. Choose your pirate and fight for pirate plunder.

Components
The boxed edition of Swordplay: Pirates includes 62 Cards (60 combat cards and 2 Pirates), Damage markers, rules, and a 10 sided die. Those using the PDF edition will need to print or supply their own game components.

Object of the Game
The object of the game is to defeat your opponent(s) by dealing enough damage to reduce their life to zero or less. When your Pirate is the only one left in the game, you win!

The Cards
There are five types of cards in Swordplay: Pirates: Pirate, Attack, Defense, Item and Stance cards.

Pirate Cards
Pirate cards represent each players warrior during the game. A typical warrior begins play with 10 life, does 1 damage when they attack and has 2 hands for using items.

Attack Cards
Attacks are played during a players Attack phase to make an attack against an opponent. Most attacks specify the location they are striking against as High, Low, Left, Right or Thrust. Some special attacks do not specify a location and have special rules on the card indicating how they are used.

Defense Cards
Defenses are played during the Attack phase in response to another players attack. Defenses specify the location they may be used to defend against as High, Low, Left, Right or Thrust. The Dodge defense may counter any attack.

Item Cards
Item cards are played during a players Ready phase to ready the equipment for use. Items come in three varieties Weapons, Armor and Cloaks.

Weapons
Weapons require one or two hands to wield, increase the damage a Pirate does when attacking and may have other special abilities listed on the weapon card.

Armor
A Pirate may only have one Armor Item ready at a time. Armor absorbs damage from attacks made against its wearer. Once Armor has taken damage equal to its listed damage value it is discarded.

Cloaks
Ready cloaks may be used at their wielders discretion to counter attacks made against them. Cloaks are damaged by each attack they counter and must be discarded after countering the number of attacks listed on the card.

Stance Cards
Stance cards are played during a players ready phase and represent various beneficial fighting postures. The effect and usage of each stance is detailed on its card.
Setup

1. Selecting Pirates
   Each player selects a Pirate card to use during the game.

2. Determining Who Goes First
   Each player rolls a Die. The player who rolls highest goes first.

3. Shuffle The Combat Deck
   Remove all unused Pirate cards from the deck and shuffle the remaining cards.

4. Deal starting hands
   Deal five cards to each player from the combat deck.

Playing The Game
Below are the rules for playing Swordplay: Pirates with two or more players. A players turn is divided into four phases:

   1. Discard Phase
   2. Draw Phase
   3. Ready Phase
   4. Combat Phase

After you have completed all four phases, declare that your turn is over and the player to your left now takes their turn. Play passes clockwise until the game ends.

1. Discard
   During this phase, you may discard one card from your hand.

2. Draw
   During this phase, if you have less than five cards in your hand you must draw cards from the combat deck until you have five cards. If the combat deck runs out of cards simply reshuffle the discard pile to form a new combat deck.

3. Ready
   During this phase you may play a stance card or a single Armor, Weapon or Cloak Item card. Ready items remain in play until they are destroyed or discarded. Pirates may not make an attack on any turn in which they ready an Item or Stance.

   Armor
   Pirates may have one piece of armor ready at a time. If a player plays a new armor card any armor card that Pirate has in play is discarded.

   Weapons & Cloaks
   Pirates may have as many weapon or cloak cards ready as they have hands free to wield them. All cloaks & weapons are listed as one handed, or two handed indicating how many hands they require to ready.

Stances
Pirates may have one stance ready at a time. If a player plays a new Stance card any stance card that pirate has in play is discarded.

Dropping Items
Ready Armor, Weapon and Cloak cards may be dropped at the beginning of the ready phase to allow room for new Items to be readied. Dropped Items are placed in the discard pile.

4. Combat
Players which did not play an Item or stance card in their Ready phase may play a single Attack card during this phase to make an attack.

Making An Attack
An attack is made by playing an Attack card and declaring the target of your attack. For example playing an Attack - High card would result in a High Attack at your target.

Defending
The Target of an attack may play any appropriate defense card or use a ready cloak to counter an attack made against them. For example a Duck, Parry - High, Dodge, or a Ready Cloak may be used to counter a High Attack. Attacks which are countered score no damage on the target.

Counter Attacks
Many defense cards in Swordplay: Pirates defend against an attack while making an immediate counter attack. This attack is resolved immediately with the original attacker now having the option of defending against the counter attack.

Determining Damage
To determine the damage inflicted by a successful attack add the Attackers base damage + Damage for ALL their ready weapons + any damage bonus for the attack card used.

Applying Damage
The Total damage as determined above is applied to the target of the attack. Unless otherwise stated in the card text, damage is first applied to the targets ready armor with any remaining damage applied against the targets life. If a pirates life reaches zero or less they have been defeated.

Winning The Game
The last pirate standing wins the bounty.

Realistic Parries (Optional)
Those wishing more realistic parry usage in their games may use this optional rule. Unarmed Pirates may only use parry defenses against attacks from unarmed opponents.

Playing Pirates With Swordplay: Arena
Swordplay: Pirates and Swordplay: Arena may be played together to fight battles of pirates against barbarian fighters. Each player chooses their Hero/Pirate and plays normally, pirates drawing from a Pirates combat deck and Heroes drawing from an Arena combat deck. Attacks which ignore cloaks also ignore shields and vice versa.

Weapon Breakage (Optional)
The Rapier & Thrusting Saber weapons used by Pirates are designed for quick movement and thrusting but don’t fare well when parrying heavy medieval weapons. To reflect this whenever a Rapier or Thrusting Saber parries or is parried by a weapon with a listed damage of 3 or more it may break. Any time such an event occurs roll a d10 and on a result of 8 or greater the weapon breaks.

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