

Fleet

Promotional Cards

Salty Captains (Qty 8)

Setup

Place 2 Salty Captain cards per player face up in the middle of the table near the boat card supply.

Gameplay

A boat with a Salty Captain receives TWO crates of fish per Fishing phase, AND that boat has a capacity of eight crates of fish instead of just four.

A Salty Captain can be purchased for \$4 during the Hire Captains portion of the Launch Boats and Hire Captains phase. This occurs instead of playing a captain from the player's hand. The player simply pays \$4 using any combination of cards in hand, license bonuses, and processed crates of fish and then draws a Salty Captain from the pile and places it face up on any un-captained boat.

A Salty Captain counts towards all applicable bonuses as a captain. A player may own as many Salty Captains as they can hire until the pile is exhausted. Salty Captains follow all standard Launch Boats and Hire Captains phase rules. Players with a bonus that allows hiring more than one captain per round may purchase more than one Salty Captain using separate transactions or choose to buy one Salty Captain and captain another boat using the standard method.

Game End/Scoring

A Salty Captain counts toward all game end VP bonuses as a captain.

Note: When counting captains for the Lobster License Bonus, INCLUDE any boats with a Salty Captain!

Inuit Fisherman (Qty 8)

Setup

Place 2 Inuit Fisherman cards per player face up in the middle of the table near the boat card supply.

Gameplay

The Inuit Fisherman does not require a license to launch or an additional captain to fish!

An Inuit Fisherman can be purchased for \$4 during the Launch Boats portion of the Launch Boats and Hire Captains phase. **Purchasing an Inuit Fisherman costs a launch.** The player simply pays \$4 using any combination of cards in



hand, license bonuses, and processed crates of fish and then draws an Inuit Fisherman from the pile and places it in his tableau.

Inuit Fisherman does NOT need an additional captain and is ready to start fishing immediately once played! Like other boats, the Inuit Fisherman has a capacity of four fish crates.

An Inuit Fisherman counts toward all applicable Launch Boats and Hire Captains phase bonuses. An Inuit Fisherman counts as a captain, and when purchased, counts as a launch. A player may own as many Inuit Fisherman as the player is able to purchase until the pile is exhausted.

Game End/Scoring

An Inuit Fisherman counts toward all game end VP bonuses as a boat and a captain.

Notes: When counting captains for the Lobster License Bonus, INCLUDE any Inuit Fisherman!

If a player has a Cod License, she may purchase an Inuit Fisherman, and if able, launch a boat from her hand like normal OR purchase a 2nd Inuit Fisherman!

Nunavut Weather Authority (Qty 3)



Setup:

Nunavut Weather Authority license cards are used in place of the Fishermen's Pub licenses in the license deck.

Gameplay

The Nunavut Weather Authority license cards are purchased and played from the license deck in the same manner as other license cards.

When a player has purchased a Nunavut Weather Authority, he has the option to activate it once per round AT THE END of the draw phase, prior to beginning the next round. Players activate their Nunavut Weather Authority license cards in current turn order.

Once activated, players roll the Fleet die and take the appropriate action per the die roll:

1) Calm Seas! – No action is taken.

2-4) All other players lose one (1) crate of fish. The owner of the activated Nunavut Weather Authority chooses which boat the crate of fish is lost from for each player. Lost crates of fish are discarded from the game, NOT put back into the fish crate supply.

5) All other players lose two (2) crates of fish. The owner of the activated Nunavut Weather Authority chooses which boat(s) the crates of fish are lost from for each player. Lost crates of fish are discarded from the game.

Fleet/6) Arctic Storm! All other players lose a boat! The owner of the activated Nunavut Weather Authority chooses which boat is sunk for each player. The boat and captain cards are discarded, and all crates of fish on the boat are discarded from the game.

Game End/Scoring

Players are awarded the VP listed on the Nunavut Weather Authority (7VP) at the end of the game during scoring.

Note: Players may activate round end cards in any order they wish. If a player owns more than one Nunavut Weather Authority, they are to be activated separately.

Lost crate(s) of fish are one (1) or two (2) in total, NOT per boat.

Wharfside Casino (Qty 3)

Setup

Wharfside Casino license cards are used in place of the Fishermen's Pub licenses in the license deck.



Gameplay

The Wharfside Casino license cards are purchased and played from the license deck in the same manner as other license cards.

When a player has purchased a Wharfside Casino, he has the option to activate it once per round AT THE END of the draw phase, prior to beginning the next round. Players activate their Wharfside Casino license cards in current turn order.

Once activated, a player may take one (total) crate of fish from any of his boats and place it on the Wharfside Casino as a processed crate. The player then must gamble with one of the crates on the Casino license card.

Once activated, players roll the Fleet die and take the appropriate action per the die roll:

- 1-3) Bust! Discard the gambled fish crate from the game.
- 4) Win! +1 Fish Crate. Keep the gambled fish crate, and place one additional fish crate from the fish crate supply onto the Casino license card.
- 5) Win! +2 Fish Crates. Keep the gambled fish crate, and place two additional fish crates from the fish crate supply onto the Casino license card.
- Fleet/6) Winner Winner Seafood Dinner! +3 Fish Crates. Keep the gambled fish crate, and place three additional fish crates from the fish crate supply onto the Casino license card.

Game End/Scoring

Players are awarded the VP listed on the Wharfside Casino (7VP), PLUS one VP for each fish crate on the Wharfside Casino.

Notes: When activating the Wharfside Casino, a player may choose not to process a fish crate from a boat, but rather gamble with a crate of fish already on the Casino license card from a previous activation.

Players may activate round end cards in any order they wish. If a player owns more than one Wharfside Casino, they are to be activated separately and crates of fish may not be moved between them.

Players may NOT use the processed crates of fish from the Wharfside Casino as cash.

Players may NOT use processed crates of fish from their processing vessel at the Casino.

Salvage Yard Licenses (Qty 4)

This card was made exclusively for
Kickstarter Backers only

Setup

All four Salvage Yard licenses are added to the pool of common licenses, and the setup continues as usual.



Gameplay

The Salvage Yard license cards are purchased and played from the license deck in the same manner as other license cards.

Once owned, a Salvage Yard license gives a player the right to trade in a single boat card from his hand for additional boat cards from the boat card supply equal to the cash value of the discarded boat card.

The act of discarding a boat card and, in return, drawing cards from the boat card supply is called a salvage. Performing a salvage occurs during the Launch Boats portion of the Launch Boats and Hire Captains phase. **Performing a salvage costs a launch.** A player is always limited to one salvage per round, but a player who has more than one launch action may perform a salvage and then a standard launch. That player may even choose to launch one of the cards just received from the salvage action!

To perform a salvage, a player simply discards a boat card from his hand and then draws boat cards from the boat card supply as follows:

One (1) Salvage Yard license owned: Draw cards equal in number to the cash value of the discarded boat card (i.e., discard a Tuna boat and draw three cards, discard a Cod boat and draw one card, etc.)

Two (2) Salvage Yard licenses owned: Draw cards equal in number to the cash value of the discarded boat card, plus one additional card.

Three (3) Salvage Yard licenses owned: Draw cards equal in number to the cash value of the discarded boat card, plus two additional cards.

Four (4) Salvage Yard licenses owned: Draw cards equal in number to the cash value of the discarded boat card, plus three additional cards.

Game End/Scoring

Players are awarded the VP listed on the Salvage Yard, in the same manner as all standard licenses.

Notes: A player does not receive a launch bonus for performing a salvage.

Salvaging is done during the Launch portion of the Launch Boats and Hire Captains phase; remember that players do not receive their Cod launch card draw bonus until all launching is finished. Therefore, the cards received in the launch card draw bonus are not able to be salvaged until the next round.



A limited number of Fleet expansion sets (including a Fleet die and all of the above cards except the Salvage Yard) can be purchased at:
www.eaglegames.net or www.funagain.com