

Les Petits Pirates

A Game of Piracy, Plunder, and Buried Treasure



Players: 1-4+ Players **Designer:** George Jaros / GJJ Games

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Mechanics: Action Selection, Pick Up and Deliver, Dice Manipulation

Les Petits Pirates is a micro game played on a single, small game board. In *Les Petits Pirates*, players are pirates, working to gather resources and gold while trying to prevent their opponents from doing the same. Through action selection and dice manipulation, players will plunder, attack, and sail the seas in their quest to bury enough treasure and enjoy a decadent pirate retirement!

Features: *Les Petits Pirates* will be an easy game to expand for more players or larger games. A single 5.5" x 8.5" game board can support 2-4 players with 3 ships each. Multiple game boards can be combined, or a larger board used to easily expand the game for 5-6 players. Special rules and map also allow for solo play. More variety can be easily introduced by simply printing new maps that can be used alone or combined with other maps. The game can easily be re-themed for a variety of genres, like Vikings, Space, High Fantasy, etc. *Les Petits Pirates* can easily be played with just the game board and typical household items like dice and coins, but the game lends itself to having a 'deluxe' edition that includes nicer components, player mats, screens, etc.

Les Petits Pirates

Ahoy matey! The pirate life may seem glorious, but it's actually quite hard work. You know, only about 1% of us pirates are successful enough to make a name for ourselves. We can't all be Blackbeards and Sparrows. But even for a lowly working class pirate there comes a time when retirement looms on the horizon. A smart pirate knows when it's time to save toward retirement. It's important to bury a bit of treasure to ensure you have something to look forward to. There's no sense in spending everything on rum and gunpowder today if it means you can't enjoy a decadent pirate retirement someday!

Les Petits Pirates is a mini game played on a single, 5"x8" board. In Les Petits Pirates you are a pirate, trying to gather resources and gold while trying to prevent your rival pirate captains from doing the same. The main game is for 2-3 players, but can support more players by combining more game boards or using a larger board. A solitaire game is also available with special rules and map. Through action selection and dice manipulation, you will plunder, attack, and sail the seas in your quest to bury enough treasure to support you in your golden years!

Components:

- Game Board(s) – a map of island ports and ocean spaces
- First Player marker.
- 30x 1 Gold tokens.
- 10x 5 Gold tokens.
- Per Player:
 - 3x ship tokens
 - 3x 12mm Pipped D6 Action Dice
 - 1x 16mm Numerical D6 Resource Die

Overview:

Each round is played in three phases, Action Selection, Action Assignment, and Resolution. Play goes until one player has collected and buried 20 Gold. Alternately, play until each player has been the First Player 5 times and the winner is the player that has buried the most gold.

Setup:

Choose a map. Place it in the center of the table. Place all of the Gold in an easily accessible Bank.

Randomly determine a first player. That player gets the First Player marker that indicates turn order for the first round.

Give each player:

- 4 Gold
- 1 Resource die
- 3 Ship tokens of one color
- 3 Action dice of a matching color

In turn order, each player places one ship on any Open Ocean space on the edge of the board. Ships may not share a space.

Place your other 2 Action dice, 2 Ships, and Resource die to the side, in your Reserve for now – they will be used for two additional Ships that can be added to your fleet and for managing Resources.

Layout:

Figure 2 is a standard layout for 2 players (mid game). The Red player has 3 Gold and 6 Resources in the Hold, 2 active ships, and has buried 5 Gold. The Blue player has 6 Gold and 0 Resources in the Hold, 1 active ship, and has buried 3 Gold.



Figure 1

You should have your Reserves to the left. These will be dice and tokens for any Ships that are as yet unavailable. If the Resources in your Hold are 0 the Resource Die can also be stored here. Directly in front of you will be the area used for your Hold. This is where Gold that has been acquired can be stored. If there are more than 0 Resources in your Hold the Resource Die will be here to indicate how many resources are in your Hold. To the right will be your Treasure, for all the Gold that you have managed to bury. Between the players will be the Game Board. Near the Hold should be the Action Die area where the Action Dice are rolled and stored after taking Actions.

The Maps:

Les Petits Pirates can be played on a number of different maps, or with several maps combined. There are a number of different types of spaces on a map.

Note: When using multiple maps, any partial spaces on each map card that are significantly more than half complete count as individual spaces. Any partial spaces that are close to half complete or less are considered a single space. If there is any question players should come to a consensus before the game begins.

1. **Open Ocean** – Ships may move through and stop at these spaces. The only action available in the Open Ocean is to Attack. Attacking or defending from the Open Ocean allows 1 free re-roll during combat.
2. **Coast** – Spaces that are partially land and sea but don't have a Port are Coastal areas. Players may Attack, Gather Resources, or Bury Treasure here.
3. **Port** – Ports are indicated by the Gold and Resources they provide (○ and ☞). Ships in Port may Attack, Plunder, or Go To Market. Ships at Port defending from an Attack cannot re-roll during combat.
4. **Shipyards** – Some Ports have a Shipyards, as designated by the ⚙ symbol. In addition to the actions available at any other Port, ships may also Buy a Ship to add to their fleet here.
5. **Land** – Some spaces may be entirely landlocked. These spaces are inaccessible.
6. **Impassable** – Some waters are treacherous and impassable. These spaces are indicated with red borders. Impassable spaces cannot be moved onto or landed on and must be avoided. Coastlines with red borders cannot be landed on.
7. **Rivers** – Any map that has an entire side that contains land will have a river space in the middle. This provides access to an adjacent map if multiple maps are used.



Figure 2

Gameplay:

Phase 1 – Action Selection:

Each player secretly rolls their Action Dice (1 per ship currently in play). They can do this behind their hands so other players don't see the actions they roll (this becomes more important after players have more than one ship in play). At this point the actions are not assigned to any specific ships yet. At the beginning of the game players will have only one die for their one ship, but as the game progresses they can have more ships in their fleet.

The value on the die will indicate the Action that ship will be able to take during the Resolution Phase.

Actions:

1. **Attack** – You may spend resources to move your ship up to two spaces and then choose one ship that is in an adjacent space to attack. The ship that is attacked defends instead of completing its action.
2. **Plunder** – If your ship is at a port you may collect the Resources and Gold listed there. Resources are tracked with each player's Resource Die and you may not exceed 6 Resources in your Hold. Gold is tracked with the coins and you may not exceed 10 Gold in your Hold.
3. **Gather Resources** – If you are at a Coast (without a Port) you may collect 3 Resources or 1 Gold.
4. **Go to Market** – You may trade Gold for Resources or Resources for Gold if you are at a Port. 1 Gold = 2 Resources.

5. **Buy a Ship** – If the Port you are at has a Shipyard (🏰) you may purchase an additional ship for 5 Gold or 4 Gold and 3 Resources. Return the Gold and Resources to the Bank (for Resources turn down your Resource Die to the new value, or remove the die from your Hold if exhausting all your Resources), and place an additional Ship token on that Port.
6. **Bury Treasure** – If you are at a Coast (without a Port) you may bury any Gold you have available. Any amount of Gold can be buried, but you cannot have more than 10 Gold in your Hold at any time.

For each value you will be able to use that action if the space you are on allows it (spending Gold or Resources to adjust the value), move your ship that many spaces, or pass your turn and scavenge instead.

Phase 2 – Action Assignment

Beginning with the First Player and continuing to the left, each player chooses 1 of their own Action Dice and places it on one of their ships. Continue placing Action Dice on ships in turn order until everyone has placed all of their available Action Dice.

Phase 3 – Resolution

Now all ships and Actions are resolved. Starting with any ships with Action 1, resolve that action. The player may either Move their ship, take that Action, or Scavenge. If there are multiple ships with the same Action resolve them in turn order, beginning with the First Player and proceeding clockwise. As Actions are resolved remove the dice from the ships.

Once all ships with Action 1 have been resolved, continue with the same process for Action 2. Then Action 3, 4, 5, and 6.

Once all Actions have been resolved pass the First Player token clockwise to the player on the left and return to Phase 1 – Action Selection.

End Game:

There are two possible methods of ending the game:

1. **Bury Enough Gold** – The first player to bury the target amount of Gold is the winner. The game ends immediately when the target amount is buried, even if there are unresolved Action Dice. The target amount of Gold for a standard game is 20 Gold. You can play for more or less gold to adjust the length of the game.
2. **Set Cycles** – Play for a pre-determined number of cycles. One cycle is when each player has been the First Player once. Recommended is playing for 5 cycles, but you can play more or fewer cycles to adjust the length of the

game. The winner is the player who has buried the most Gold by the end of the game.

Tie Breakers – If there is a tie in the Set Cycles variant, the winner is the player with the most unburied Gold in their Hold. If there is still a tie then the player with the most Resources in their Hold is the winner. If there is still a tie then there should be a sword fight on the deck of a pirate galleon to determine the winner.

Action Details:

During the Resolution Phase you must do one of the following:

1. **Take the Action** indicated by the Action Die.
2. **Move** the ship the number of spaces indicated on its Action Die, optionally Luring an opponent away from the location they occupy.
3. **Scavenge** instead of using the Action Die.

Before completing any of these Actions you may also choose to:

1. **Pay 1 Gold to change the Action by 1 level.** You may pay as much Gold as you desire to change the Action, 1 Gold for 1 Level, e.g. pay 2 Gold to change from a 4 to a 2. Resources may not be used to change an Action Level. Changing an Action does not change the original sequence that Actions are resolved. The Action Levels do not wrap, so to change from a 6 to a 1 you would need to pay 5 Gold.
2. **Pay 1 Resource to re-roll the Action Die.** You may pay as many Resources as you desire on re-rolls. 1 Resource = 1 Re-roll. Gold may not be used for re-rolls. Re-rolling a die does not change the original sequence that Actions are resolved. You may still Scavenge even after re-rolling a die.

Note: On any turn where two ships occupy the same space (e.g. on the turn after buying a ship), one of those ships must move. If the ship that resolves its Action first does not move then the second ship must move. A round may not end with two ships on the same space unless one of those ships was bought that turn. Exception: If the first ship does not move, and then the second ship is attacked before having a chance to move, the second ship must move 1 space adjacent after the outcome of the battle is resolved.

Scavenge

Scavenge can only be done at a Port or Coast. You cannot Scavenge from an Open Ocean space. You may choose to pass your turn and Scavenge instead of using an Action die. To Scavenge, remove the Action Die from your ship and do not move or take any Action.

When Scavenging, you may collect either one Gold, if you have less than three Gold prior to Scavenging, or one Resource.

Moving, Luring Opponent Ships, and Sneaking

If you choose to Move, or if your ship cannot take the Action indicated on its die and you choose not to Scavenge, you must move the ship the number of spaces indicated on the Action die. Before moving, you may opt to Lure an opponent ship within your movement range away from its space.

- Lure – Before moving, you can choose to Lure another player’s ship away from a space it is in by setting up a decoy. To do this, you must pay 1 Gold to the Bank and give the opponent 1 Gold. You then choose any space adjacent to your opponent’s ship to send the target ship. Your opponent does not lose the Action die on their ship. An opponent can only be Lured away with Gold. Yes, it is possible to Lure a ship and then sail away in a different direction.

When moving, ships generally cannot occupy the same space, so, if a ship is already present in a space, other ships must move around it or lure the blocking ship away. However, it is possible to attempt to Sneak past another ship:

- Sneak – A player may attempt to sneak past an opponent’s blocking ship. It cost’s at least two Resources to sneak past the opponent, but you may spend more resources to improve your odds of not being seen. To Sneak past an opponent your movement must be able to carry you at least to the other side of the opponent.
 - You must also spend at least one resource, but you can spend up to six resources. Spent resources go to the bank.
 - Move your ship up to the opponent. The opponent may then roll one die (not necessarily the ship’s action die).
 - If the value rolled is greater than the resources spent then your ship was spotted and may not continue moving. Your opponent then has the option to immediately use the Action Die on their ship to Attack you, regardless of the value of their Action Die, if they have not already used the Action for that ship. This may mean you do not get to use your full movement allocation.
 - If the value rolled is less than or equal to the resources spent you may continue moving.

Ships must move between water spaces and cannot cross land. Ships may not backtrack to any space they have already occupied this turn, this includes returning to their starting space. In the event that a ship cannot complete its full movement the ship must move as far as possible.

Action 1 – Attack

If you are Attacking with a ship, you may move into position before conducting battle. Once a battle begins it must be continued until it is resolved. There are no retreats!

1. The Attacker may move the ship into position.
 - a. Move 1 Space = Spend 1 Resource
 - b. Move 2 Spaces = Spend 3 Resources
2. Declare Attack
 - a. Attack any adjacent ship.

Note: The adjacent ship must be accessible by water. A ship that is separated by land cannot be attacked, even if its space is adjacent, e.g. in Figure 2, a ship in Space 4 may not attack a ship in Space 7.
3. Defender prepares defense.
 - a. The defending player must remove their die from the attacked ship. If the defending ship had already completed Actions this round the Action die that was previously on the ship is used.
 - b. The Defender will be unable to complete any future Actions for that ship this round since he is defending instead.
4. Conduct Combat
 - a. The attacking and defending players roll the Action dice they removed from their ship.
 - b. Re-roll – starting with the losing player.
 - i. If a player is **Attacking or Defending** from **Open Ocean** they may receive 1 free re-roll.
 - ii. If a player is **Defending** from a **Port** they may NOT re-roll.
 - iii. Players may pay 1 Resource for 1 re-roll. Players may pay for a re-roll ONCE (unless they are defending from a Port). So a ship in the Open Ocean may re-roll up to two times, once for free, and again by spending a resource.
5. Resolve Combat
 - a. If the Attacker's die is higher than the Defender's the Defender must give the difference in Gold or Resources to the Attacker (Attacker's choice). E.g. the Attacker rolls a 5 and the Defender rolls a 2 the Defender must give the Attacker 3 Gold. If the Defender doesn't have enough Gold then he must give the remaining amount in Resources. E.g. the Defender only had 2 Gold then he gives the Attacker 2 Gold and 1 Resource.

- If the Attacker wins the battle by 2 or more:
 - iv. The Attacker may forgo two spoils (Gold or Resources earned in battle) to make the Defender retreat to an adjacent space.
 - v. The Attacker may then occupy the Defender's space.
 - vi. The Attacker chooses where the Defender retreats to.
 - vii. The forgone spoils remain with the Defender.
 - viii. If the Defender does not have the Gold or Resources needed, the Attacker may still make the Defender retreat if the victory was by 2 or more.
- b. If a Defender's die is higher than the Attacker's die then the Attacker must give the Defender's choice of 1 Gold or 1 Resource.
- c. In the event of a tie no Gold or Resources are exchanged.

A player cannot give or owe more Gold or Resources than they have available at the time of Attack. The victor does not get Gold from the Bank instead. If the victor of the battle already has a full Hold the loser must return the Gold or Resources to the Bank instead of to the victor.

Action 2 – Plunder

If your ship is at a Port, you may Plunder at the Port. The map will show two icons. You may plunder the amount of Gold indicated by the  icon and Resources indicated by the  icon.

You collect Gold by taking the appropriate amount of Gold from the Bank and placing it in your Hold. You collect Resources by incrementing your Resource Die by 1 for each Resource collected.

Remember, there is a limit to 6 Resources and 10 Gold in your Hold. If you reach that limit and are unable to plunder any more items, then the remaining Gold or Resources is not collected by anyone.

You should also remove the Action die from the ship that Plundered.

Action 3 – Gather Resources

Gathering Resources works exactly the same way as Plunder, except only on Coastal spaces without a Port. All Coastal spaces produce 3 Resources () or 1 Gold (). You may choose which to Gather, but may not Gather both Gold and Resources. You should also remove the Action die from the ship that Gathered.

Action 4 – Go To Market

If a ship is at a Port it may go to the Market there to trade. Resources and Gold can be traded at an exchange rate of 1 Gold = 2 Resources. Remember, there is a

limit to 6 Resources and 10 Gold in your Hold. You should also remove the Action die from the ship that went to Market.

Action 5 – Buy a Ship

If a ship is at a Port with a Shipyard, indicated by a  icon, you may buy a ship. A ship can be purchased for 5 Gold or 4 Gold and 3 Resources. When a ship is purchased you should put a new Ship token on that space and take another Action die from the reserves. You should also remove the Action die from the ship that was in the shipyard. Remember, on the next round at least one of the two ships in the shipyard must move as its Action.

Action 6 – Bury Treasure

If a ship is at a Coast you may bury some or all of the Gold you have in your hold. To Bury Treasure you can move whatever Gold to be buried out of your Hold and to your Treasure pile. Only Gold can be buried and once Gold is buried it cannot be stolen during an Attack, nor used to adjust Action Levels or traded for Resources. You should also remove the Action die from the ship that was at the coast.

Map Descriptions:

Basic Map – Figure 3 – This is a basic map with a wide selection of ports and islands. Gold and Resources are easy to come by and movement is very open. This is a good board to play your first game on.

Viking Map – Figure 4 – This Nordic map has deep fjords and provides much more challenging navigation with several choke points. Gold and Resources are readily available though, and there are three Home Ports with Shipyards to choose from.

Ocean Voyage Map – Figure 5 – The only vacant islands to bury treasure on are pretty far from the main ports. Combined with a treacherous whirlpool that must be avoided, safe travel and wise management of Gold and Resources are key in this map.

Treacherous Waters – Figure 6 – This map has a number of treacherous areas that may not be occupied, as well as a number of choke points. Gold and Resources are readily available, but a bit less plentiful than in some other maps. There are two Home Ports with Shipyards at opposite ends of the map.

Space Map – Figure 7 – While the map looks significantly different, the gameplay is the same. Colonies can be found on orbiting space stations and on the surface of several planets. Treasure can be stashed on uninhabited moons and areas of planets without colonies, including the rings of the gas giant. But beware the

treacherous asteroid field that is un-navigable. Gold and Resources will be difficult to come by in Space.

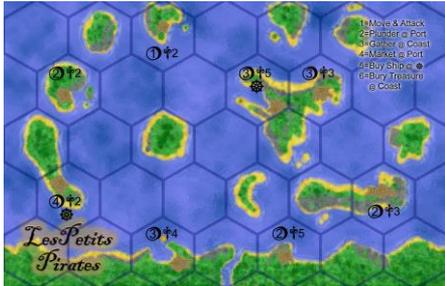


Figure 3



Figure 4



Figure 5

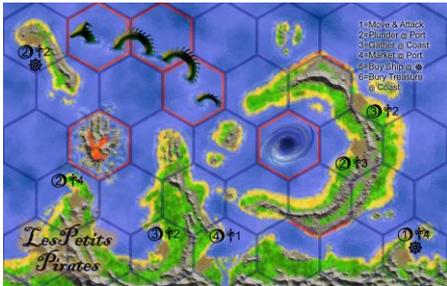


Figure 6

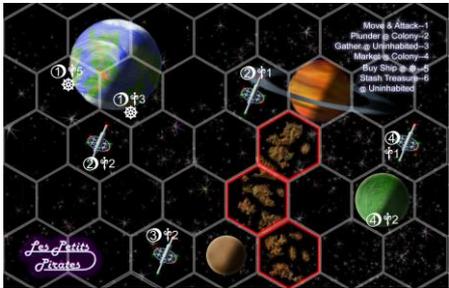


Figure 7

5-6 Player Map – Figure 8 – A larger map is available for games of 5-6 players. This map can be combined with other maps for even larger games. The 5-6 player map has some impassable areas, including rocky coasts, a whirlpool, sea serpent, and cannibal villages. There are several choke points, but also plenty of opportunity to sail, plunder, and bury treasure.



Figure 8

Les Grands Pirates Variants:

Les Petits Pirates can be adapted to play easily with more than 4 players or larger games with more ships. Simply add additional maps to create a larger area to explore, pillage, and plunder.

With a single map the game will accommodate up to 4 players with 3 ships each. Each additional board can accommodate an additional 4 players with 3 ships each. You can also increase the number of ships each player has available. It is recommended to use 2-3 ships per player per map, but no more than 8 ships each. With more ships you may also want to play to a higher amount of buried gold.

Les Petits Pirates Solitaire:

In Les Petits Pirates Solitaire you are trying to bury your treasure before the Governor's patience in accepting bribes runs out and he decides to imprison you. Play is essentially the same, however the Governor gets to move his patrol ships to prevent you from taking actions. One Governor ship will move from island to island and the other will move along the mainland coast.

Setup:

Les Petits Pirates Solitaire must be played on the Solo map (Figure 8, with the red numbered islands). The Governor will start the game with two ships, one that patrols the islands and one that patrols the mainland. Each Governor ship starts on one of the yellow spaces. The Governor starts with no Gold, but have a space on the table to keep Gold the Governor collects during the course of the game.

You will start the game with 4 Gold and one ship at any Shipyard Port (⚓). Your ships and the Governor's ships may occupy the same spaces, but you may only have one of your ships on a space (except after building a new ship).



Figure 9

Action Selection & Assignment:

To begin each round roll one die at a time and assign it to each Governor ship. Start with the island ship and roll/assign, then roll/assign for the mainland ship. (Tip: Use two different colored ships and corresponding dice for the governor and you can roll both dice at once.) You then roll for your ships' actions and assigns the actions to your ships in a normal fashion.

Resolution:

The Resolution phase is a bit different. The Governor ships never take the actions that pirates take. Instead, the Governor's ships will be resolved after you resolve your Attacks and before you resolve the rest of your Action dice. Attacks have slightly modified rules, other Actions are resolved as usual. You may not Lure a Governor ship, however you can stage a diversion.

1. **Pirate Attack** – Your Attacking ships (Action 1) may resolve first. You may attack with these ships, move, or spend Gold or Resources to adjust the dice values. If Attacking, battles are resolved normally (including removing the Governor's die), except for what the victor receives. Resources may be spent to move into position as in a normal game. One free re-roll is allowed from the Open Ocean. One additional re-roll is allowed from the Open Ocean or from the Coast at the cost of 1 Resource. Re-rolls are not allowed from any Port space. The Governor does not re-roll.
 - If you are victorious:
 - You collect 1 Gold from the Governor or 2 Gold from the Bank (if your hold is full return 1 Gold from the Governor to the Bank).
 - If the Governor is victorious:
 - The Governor collects a bribe of 2 Gold from you. If you do not have 2 Gold the Governor takes a bribe of 4 Resources and converts those into 2 Gold. You must pay as much as you have and the Governor will take any remaining amount from the Bank.

- In the event of a tie you lose 1 Gold or 2 Resources (your choice) to the Bank.
 - Regardless of the outcome, remove the Governor's ship from the board. On the next round the Governor does not roll for the removed ship, but it returns to the board in the yellow marked space in its area (islands or mainland) after the next round (see Governor Returns).
2. **Tip Off** – You have been tipped off about the Governor's movements. You may spend 2 Resources or 1 Gold to ready your crew sooner than expected so one of your ships may move before the Governor moves. You may only do this for as many ships as you have resources or Gold to activate. The ship may only move and this is the ship's Action for the round. Remove the die from the ship.
3. **Governor Moves** – When the Governor's ships move they may occupy the same space as your ship(s). Remember, attacked Governor ships have been removed from the board and will not move.
- **Island Governor Ship:** The Governor's ship that is patrolling the islands will move directly to the red numbered space indicated by the die for that ship.
 - **Mainland Governor Ship:** The Governor's ship that is patrolling the mainland will move from left to right along the coast the number of spaces indicated on its die. When it gets to the rightmost space on the mainland it will wrap back around to the left side and continue moving.
4. **Governor Actions** – After the Governor's ships move, the Governor may collect bribes:
- **Island Ship:** If you have a ship at the same island as the Governor (even if it's a different space on the same island) you must pay the Governor 1 Gold, or, if you have no Gold, then 2 Resources, which the Governor converts to 1 Gold.
 - **Mainland Ship:** If you have a ship in a mainland space adjacent to or in the same space as the Governor ship you must pay the Governor 1 Gold, or, if you have no Gold, then 2 Resources, which the Governor converts to 1 Gold.
 - **Governor in Port:** Any Governor ship that has just moved to a Port will automatically receive 1 Gold. If you occupy the same Port this Gold is the bribe you gave the Governor, otherwise the Governor gets the Gold from the Bank (some other poor sap got caught by the Governor). If a Governor ship remained in the same port it started the round in, it does not receive an extra Gold.

- If you cannot pay the Governor's bribe, your ship may not take any action this turn, including Move (no sense attracting attention). You should remove that ship's Action die.
 - If you have a ship on the same or any adjacent space as a Governor ship, your ship may only Move when taking its Action, including ships at an adjacent, but different island. Ships in the Open Ocean are safe from the Governor and may either Move or Attack.
5. **Player Actions** – A ship that is in an adjacent space to a Governor ship may only Move (or Attack from the Open Ocean). Any other ship may resolve its Actions as usual, following the above guidelines for Attacks if you decide to Attack the Governor again. You may NOT Scavenge in a solitaire game.
 6. **Governor Returns** – At the end of the round, any Governor Ships that were already off the board at the start of the Round (i.e. ships not Attacked this round) will return to the board. Place them in the yellow marked spaces in their respective areas (Islands or Mainland). You will roll dice for these Governor ships next round.

Game End:

Any time the Governor collects a bribe from you, it goes into a Bribe pile for the Governor. The game ends in one of two ways, depending on your play preference:

- When you either bury 20 Gold or the Governor collects 20 Gold in bribes. The Governor wins if he collects 20 Gold. You win if you can bury 20 Gold first.

OR

- When you bury 20 Gold. Your score is how much Gold the Governor has earned from bribes. The lower your score the better you did. See if you can beat your best score!

Adjusting Difficulty:

To increase the difficulty, use one or more of these options:

- Any ship that bribed the Governor may not take any Action, including Move.
- Play until the Governor has earned 15 or 10 Gold.
- Do not remove the Governor ship after combat.

To make the game easier play with one or more of these options:

- Any ship that bribed the Governor may Move, Gather Resources, or Go to Market.
- Allow Scavenging.
- Play until the Governor has earned 25 or more Gold.
- If the Governor wins in battle he gains 1 Gold (or 2 Resources converted to 1 Gold) instead of 2 Gold.

Credits:

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Special Thanks: Julie Zaborac, Mike Jaros, Sam Jaros

Artwork by: George Jaros

Playtesting by & Thanks to: Julie Zaborac, Mike Jaros, Sam Jaros, Tony Kafka, Eric Hill, Kevin Winchell, Ben Winchell, Keller Winchell, Ben Leverton, Dan Leverton, Jim Boomker, Danny Boomker, Keith Matejka, Heather Newton, Will Newton, Craig Stern, Ben Pierro, Gary Dahl, Kirk Dennison, Emily Dennison, Justin "Juice" Espiritu, Becky Sprague, Kyle Kemp.

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George J Jaros Games

Les Petits Pirates – Quick Reference:

Setup:

- Choose 1 map. Place map and Bank coins on table. Random player gets First Player token.
- Each player: Gets 3 ships, 3 Action Dice, 1 Resource Die, 4 Gold. Place 2 ships, 2 Action Dice, 1 Resource Die in reserve. Proceeding from First Player, place 1 ship each on any Open Ocean space on the map edge.

Action Selection Phase:

All players roll Action Dice for their active ships.

Action Assignment Phase:

Proceeding in turn order, players assign 1 Action Die to 1 Ship until all Action Dice have been placed.

Resolution Phase:

Starting with Action 1, resolve each ship in die value order. Ties are resolved in turn order.

Optionally:

- Pay 1 Gold to change a die 1 level up or down, up to as many levels as a player can afford. Dice values do not wrap around.
- Pay 1 Resource to re-roll a die, up to as many times as a player can afford.

Then one of:

- **Scavenge**
 - o Collect 1 Gold if you have less than 3 Gold, or collect 1 Resource.
- **Move**
 - o Lure – Optionally pay 1 Gold to Bank and 1 Gold to opponent within movement range to move opponent ship to an adjacent space.
 - o Move – The number of spaces indicated on the Action Die.
 - o Sneak – Spend 1-6 Resources to attempt to sneak past an opponent. Opponent rolls 1 die. If result is greater than resources spent, you are spotted and stop movement. Opponent may then Attack. If result is less than or equal to resources spent movement continues.

- **Action 1 – Attack**
 - Move – Optionally pay 1 Resource to move 1 space or 3 Resources to move 2 spaces.
 - Attack – Adjacent ship and attacking ship remove their Action Dice. Roll for outcome. Loser may reroll first if possible.
 - Open Ocean gets 1 free re-roll.
 - Defending at a Port gets no re-rolls.
 - Spend 1 Resource to re-roll a die, ONCE.
 - Resolve Outcome
 - Attacker wins – Attacker gets difference in Gold or Resources from Defender. Optionally, forgo 2 spoils to make Defender retreat to adjacent space, then occupy Defender’s space.
 - Defender wins – Defender gets 1 Gold or Resource from Attacker.
 - Tie – No victor.
- **Action 2 – Plunder Port** – Take Gold (○) and Resources (☞) indicated on Port space.
- **Action 3 – Gather Resources at Coast** – Take 3 Resources or 1 Gold at non-port coastal space.
- **Action 4 – Go To Market at Port** – Exchange Gold and Resources, 1 Gold = 2 Resources.
- **Action 5 – Buy Ship at any Shipyard Port (☛)** – Buy ship for 5 Gold or 4 Gold and 3 Resources.
- **Action 6 – Bury Gold at Coast** – Bury any or all Gold from Hold – move buried Gold to a score pile.

After all Actions have been resolved, pass the First Player token left.

Note: Players’ holds are limited to 6 Resources and 10 Gold. Any excess spoils from war are lost to the Bank.

Winning

The first pirate to bury 20 Gold wins. Or, after each player has been First Player 5 times, the pirate with the most buried Gold wins.

About the designer:

I've loved board games for years and played all the classics when I was younger. I loved Civilization (the Avalon Hill version) back in high school, but didn't play much after I got married and had kids. Now my boys are old enough to play most games and I've found that board games are a huge hit in my family. Our collection keeps growing and we keep playing.

Recently I've started both reviewing existing games and designing my own games. I do a lot of Kickstarter previews and occasionally review published games as well.

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