SPECIALE EXHIBITION EXPANNSION PUF (1/3)

11 New mercenary Boats :



1. The shot hits an enemy boat exactly behind another enemy boat accessible in one of the 8 directions.



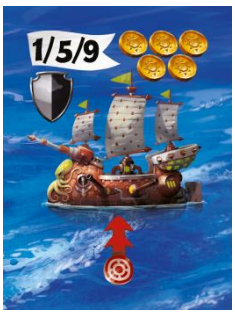
2. Reactivate up to 3 ships from your fleet orthogonally adjacent to your ship.
These ships must not be on fire.



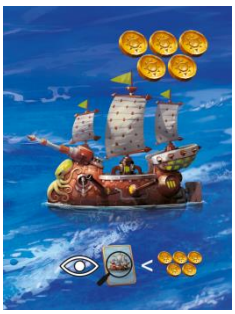
3. At the end of the game, receive 1 Victory Point for each gold you possess.



4. At the end of the game, receive 1 victory point per enemy ship on fire.



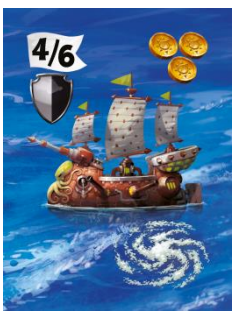
5. 2 consecutive shots in a row.



6. Choose a ship tile from the unplayed mercenary ships that cost less than 5.
Take a +1 token in your hand, so your hand size is increased by +1.



7. Place 3 gold on this tile. If an opponent shoots at the ship, he gets 1 gold from the treasure. Each coin on the boat at the end of the game gives 1 victory point to the player who owns it.



8. Place the whirlpool tile on an ocean square, respecting the conditions of installation.



9. Place the whirlpool on an empty square of the board surrounding the placed boat. The whirlpool immediately attracts a nearby boat (on one of the 8 squares around it).



10. Activate up to 3 Sea spaces adjacent (with a bonus still visible) to the placed Mercenary boat.

SPECIALE EXHIBITION EXPANNSION PUF (2/3)



11. Move 1 mine to an adjacent Sea square. The sea square must be empty (no boat tiles on the sea square)



12. Repair a burning boat, anywhere. Place a temporary shield token on a boat in your fleet.

5 New boat :

These new boats have proximity actions. Each effect occurs on a square immediately adjacent to the placed boat. The adjacency can be orthogonal and diagonal, you have 8 possible choices

You can remove all of your original odd-numbered ship tiles (1-3-5-7-9) and play with these new odd-numbered boat tiles.
Or you can make up your own deck of odd-numbered tiles by choosing three identical odd-numbered tiles for each value 1-3-5-7-9. You cannot mix the two types of boats for the same value: those of the initial version and those of the expansion.



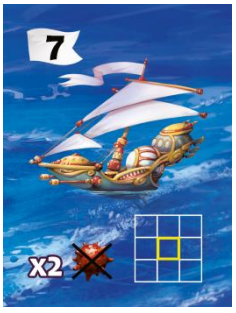
1. Place 2 temporary shield tokens on one or two boats in your fleet immediately adjacent to the placed boat.



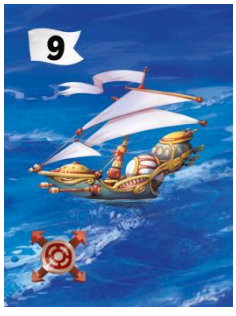
2. Shoot a boat immediately adjacent to the landed boat..



3. Repair up to 2 boats immediately adjacent to the placed boat.



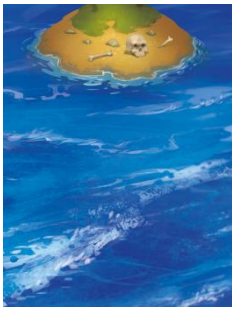
4. Remove up to 2 mines from one sea square or 1 mine from two sea squares immediately adjacent to the boat placed.



5. Fire diagonally at the first enemy boat encountered in the chosen direction.

SPECIALE EXHIBITION EXPANNSION PUF (3/3)

Island Tile :



At the beginning of the game, place the island tile with the crest X visible on a sea square.
The first player places the X tile of his color on a sea square of the opposing player. If one of his boats is adjacent to the island tile, he takes into account the X value (value of his choice) for his combinations.

« Surprises » Variant :

You choose 3 boats of each odd value (1-3-5-7-9), you can mix the powers of the same value and play with these new odd boat tiles.