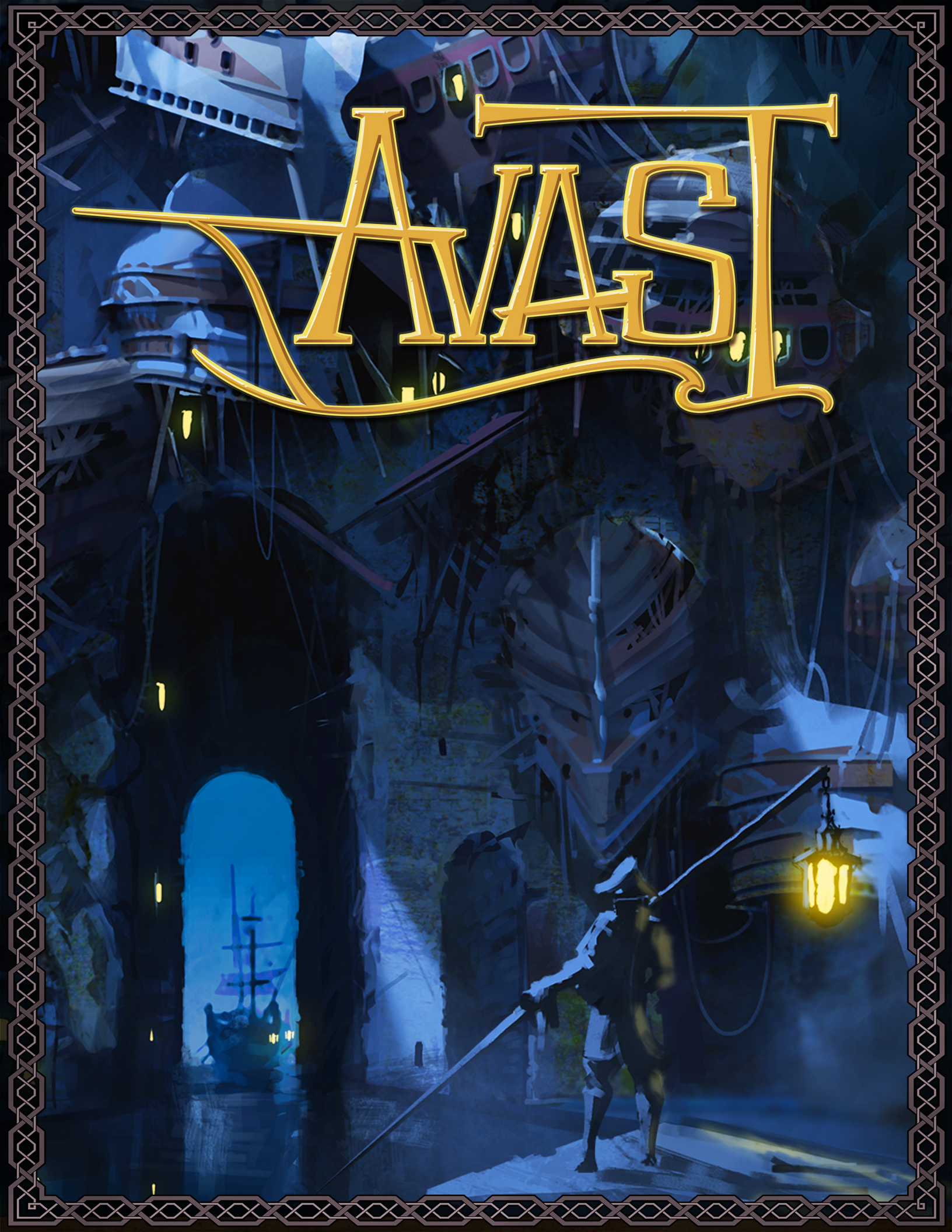


AAAST



WHITE ARE THE DECKS WITH FOAM; THE WINDS ALOUD
HOWL OER THE MASTS, AND SING THROUGH EVERY SHROUD:
PALE, TREMBLING, TIRED, THE SAILORS FREEZE WITH FEARS;
AND INSTANT DEATH ON EVERY WAVE APPEARS.

-HOMER, THE ILIAD



AVAST

Thank you for playing the digital or print and play version of AVAST. I hope that you enjoy it as much as I have enjoyed making this game.

Avast has been playtested for over a year now, and is getting better with each playtest as the game goes forward. With each improvement some of the art, assets and play will change for the better.

Most of these changes will be minor, making the art better, cards more legible, tokens more thematic, adding more flavor, making the rules better and more clear.

This is a living game, and as a living game, change is inevitable. When the game does change the digital versions and print and plays will be updated as well.

I want to provide these free versions so that all players everywhere can enjoy this game I have had a great time creating, but I do ask that if you have feedback, please send it.

I like hearing from fans and gamers from around the world.

So please print this game, make it, play it with friends. Play the online version at TableTopia, enjoy it and let me know what you think.

To send me your thoughts and feelings about the game simply email me at feedback@gnarlytreegames.com

Thank you for playing and AVAST!
Ben Donges



GnarlyTreeGames.com



Components



12 Captain Hero Figures



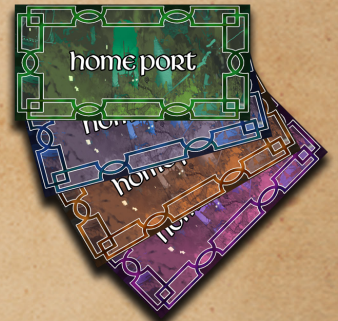
12 Character Sheets



110 Crew Cards



6 Home Ports



12 Skull Dice



50 Map Tiles



76 Event Cards



1st Player Marker



Cargo Tokens \ Bead Counters



Backstory

It is the Age of Piracy and the best way to make a living is with a strong ship and crew. Pirate Captains are gaining notoriety for their exploits and crews are being formed from all walks of life. Riches are won with wits, sword and flintlock and losses are counted in blood. All of the trade of the entire world is up for grabs with opportunity for wealth all around, if you know how to go out and get it, and you do not mind getting bloody.

With the seas teetering on the brink of total anarchy, the various land powers have ordered their ships to capture and kill any pirates they find. The various sea powers and private shipping interests do not want to share ruling the seas with dirty ravenous pirates.

It will be up to each Captain to keep himself and his crew alive during these treacherous times.

The biggest danger may not be far away powers, it may be closer to home. Captains and crews all fighting for the same treasures and opportunities. Shrewd bargaining, fighting, scheming and backstabbing each other to success! The seas themselves are dangerous and mysterious. Undiscovered lands and encounters await all who put their ships into these waters.

Will your name be counted amongst the great pirates that have come before you, and will they sing songs about your exploits in seedy taverns and around campfires at night or will you be forgotten, just bones growing in coral at the bottom of the sea?

Object of the Game

Players take the roll of a unique Captain fighting for reputation so that their story will be handed down through the generations. Each round players compete to complete events, gather resources, capture new lands, attack other Captains, and race to position themselves while trying to survive and outsmart other players. The keys to success.

- Capture Islands for reputation and resources
- Complete events to give you an edge
- Defeat rival Captains for their bounty

Pirate Captains use their cunning, crew, and resources, to build a fearsome reputation. The first player to gain the required Pirate Reputation is the King of Pirates and the winner.





The Captains



Each Captain has unique abilities, attributes, and backstories.

Their special abilities complement a winning strategy in the game and give the players a way to enhance their strategies. These hero Captains are the heart of Avast.



Wise turtle sailor
 "hard" william love
 wanted for: public drunkenness
 ability: shell of stone: islands owned have +1 defense

♥ health

○	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	

bounty: 7 reputation

Captain Name and Crime

Special Ability

The special ability is unique to each Captain and gives each one a different edge.

Health

At the start of the game, the health marker is placed at the highest number. If a Captains health reaches ○ then they go back to their homeport and start out at full health the next round.

Bounty

The reward amount of reputation given to the player that defeats this Captain

Captain Figure

Moved around the map to indicate the Captain's current location.





Map Tiles



The world map of Avast is made up of individual tiles that are randomly revealed by the players at the start of each game. Island Tiles grant resources and crew, while Special Island Tiles create new opportunities and challenges for the player.

Island Tile

Island Defense

The amount of that the player needs to roll greater than to win this island.



Island Attack

The amount of damage the island deals to the Captain and crew if they fail to capture the island

Crew

How many crew cards are awarded each round for owning the island

skull island

Tile Name

Cargo

How many cargo tokens are awarded each round for owning the island

Special Island Tiles

Island Ability



Modifier

Owning the volcano removes two health or crew from the Captain each round it is owned during the scoring phase



Bonus Reputation

Bonus reputation granted by this island during the scoring phase.

Players can decide how many special tiles they want to add to their map. The more special tiles in the game generally the more challenging the game, but also the more exciting.



Events



The World of Avast is about interesting stories and situations the Pirate Captains find themselves in.

Every player will have a chance to complete this rounds event during their turn and a new event is revealed in each event phase. Some of the events require players to pay a bribe in resources, or turn in booty. Each story based event will have players fighting each other, dropping their crew in Davy Jones Locker, or trying to steal munitions from a military barracks.

Instant Events

When an instant event is drawn, every player instantly gets the benefit or the disadvantage. If an instant event is drawn and all players have taken part of the event, then a new event is drawn.

Event

Players can choose to take part in the events during their individual turns. It costs no actions.

red skies

all sailors saw the red sky last night. a good omen.

all players receive 1  and 1 extra move this round

the black spot

on your turn, call out a captain and tell them how you feel about their pirating style.

defeating that captains with a BROADSIDE OR A BOARDING PARTY IS WORTH DOUBLE THE BOUNTY this round

REWARDS

double 

Rewards are given to every player that completes the event.



Crew



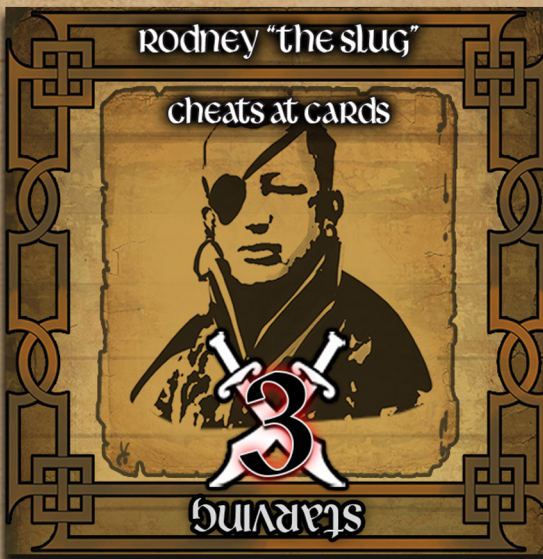
Every Captain needs a crew, and Pirate Captains need them even more due to the hazards of Piracy and the Sea. Recruiting and controlling a crew is how you produce resources, combat other players, and complete events.

Name and Crime

The crew members name and crime the crew member is wanted for (they all claim to be innocent)

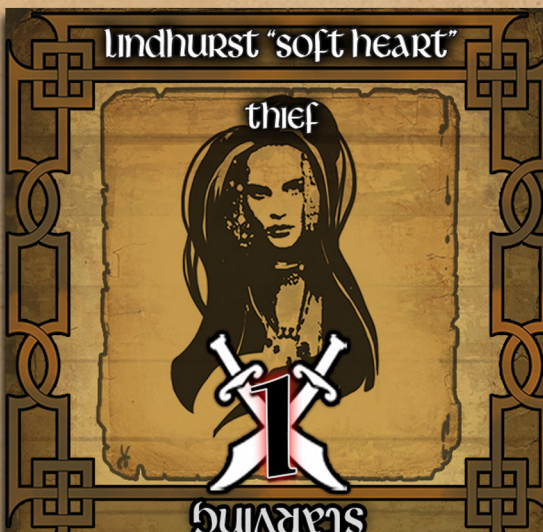
Attack

How many dice are given to the Captain when this crew member is attacking



Crew members can only be used one time per round for any action. So if you arm a crew member for a broadside attack or to capture a map tile, they can only take part in that one action.

Much of the game revolves around recruiting crew, keeping your crew alive, having your crew attack other players, and deciding which crew to use when attacking or when being attacked.



If a crew member is not fed during the provisioning phase, their card is turned upside down to show that they are **STARVING**.

Every Captain can have a maximum of 7 crew members and 4 special crew members.



Home Port



During setup each Captain selects and places a Home Port along the perimeter of the map. This is where they sail from, and if they get defeated, this is where they return to, to sail from again. The Homeports cannot be captured by enemy Captains or fired into.



It is recommended that players do not place their homeports next to each other in a competitive game unless they want to start attacking each other right away.



Tokens

Players select tokens that match their homeport color. These are used for marking islands that the players control.





Your Ship



Every pirate needs a ship, and these fine vessels will serve you well. Each ship has a place to keep your cargo and also a way to track the number of action points you have for the action phase.

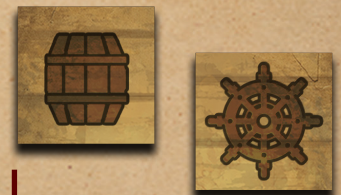


Action Counter

The number of actions a player can take on their round depends on the amount of cargo in the hold of their ship. The more cargo, the fewer actions any captain can take.

Minimum Actions

The minimum number of actions is always 2. No matter how much cargo you have on your ship, you will have 2 action points.



Cargo and Action Tokens

Cargo Area

Place your cargo on your ship during the gather phase.



Cargo

Using the counter

Players place count the cargo on their ship and place and place their cargo token on the space with the appropriate amount. They then place the action token on the number to the right of the cargo counter.

Example: A player has **11 Cargo**. that player places their cargo token on the **10 to 14 cargo counter**. That player then places their action token on the **4 action counter**. **This player would have 4 actions they can take during the action phase.**



Cargo



Cargo tokens represent the resources that each Captain uses in order to feed their crew, fight battles, and gain reputation points. Cargo is earned from captured islands, completing events, and from defeating other Captains and taking their cargo.



Cargo Types



There are three types of cargo. Each type of cargo is used for a different purpose. Some events may require that you spend a specific resource a mix of resources to complete the event, so it is always good to keep some resources in your cargo hold.



Foodstuffs

During the provisioning phase, these are placed on your crew to feed them. Any crew member not fed, during the provisioning phase goes into starvation. Food can be scarce so manage it wisely.



Munitions

Used to arm your crew when capturing islands, when the Captain is firing broadsides, and for rerolling dice during a boarding party. The most versatile of the resources.



Booty

Arguably the most valuable resource. These are turned in to increase your reputation by 1 point for each booty in your cargo hold or for 2 points for each buried on a map tile during the scoring phase.



Pirate Market



All Cargo and Crew are drawn from the Pirate Market. At the start of the game the resources are placed on the pirate market and during the Gather Phase, players collect their cargo.



1st player marker

The first player marker, aka **Mr.Skele-Bones**, is given to the Captain that has the highest roll at the beginning of the game. The Captain that has the **Mr.Skele-Bones** determines the direction of play during the action phase by pointing **Mr.Skele-Bones** towards the players to go next. When all of the phases have ended and new round begins, **Mr.Skele-bones** moves clockwise to a new Captain who is now 1st player, and determines the order of play.



1st Player Marker

The marker always moves clockwise to a new Captain during the Event phase.

The order of play is determined by the player who controls **Mr.Skele-Bones** that round

Reputation Sheet

Players place their token at the top of the Reputation sheet and move it onto the sheet when they start to earn Reputation. When the first player reaches 50 or more, there is one more complete round with scoring phase, and the game ends and the winner is declared.

pirate reputation

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50





Game Setup



1 Determining first player

Players each roll two dice. The player with the highest total number is the first player. In the event of a tie, players roll again until there is a winner. The winner is given Mr. Skele-Bones and chooses the direction of play.



2 Selecting Captains

Each player selects a Captain and places the figure and character sheet in front of them. The players then place the health token on their Captain sheet at maximum health and pick up their starting resources.



3 Starting Resources

Each player is given the same starting resources

4 Food Tokens

3 Munitions Tokens

2 Crew members with 1 attack

1 Crew member with 2 attack



x4



x3



SIREN
"seducer" avilda
wanted for: sorcery

ABILITY: sirens song - every round of combat, the opposing crew loses a member to davey jones locker, opposing captains choice.

♥ health

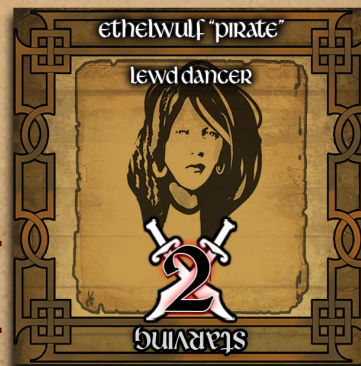
☠	1	2	3	4	5
6	7	8	9	10	11

bounty: 6 reputation



exie "ugly"
pet hitman
starling

x2



ethelwulf "pirate"
lewd dancer
starling

x1

Attack Value
The Attack Value is the number at the bottom of the card

4 Map Setup

The map tiles are mixed together randomly and laid face down in a grid pattern. They are then flipped over to reveal the entire map to all of the players.

Optional rules: Each player can remove two map tiles of their choice starting with the first player and going clockwise around the table.

The number of map tiles changes depending on the number of players. These are recommended numbers for the most balanced gameplay. You can play with as many as you want and there are alternate suggested shapes of maps in the appendix.

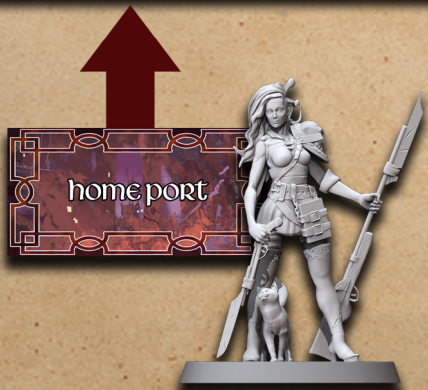
Number of Players	Number of Map Tiles	Shape of Map
2 Players	20	Rectangle 4 x 5
3-4 Players	25	Square 5 x 5
5-6 Players	30	Rectangle 6 x 5

3-4 player map example



5 Placing the homeport

The first player places his homeport the edge of the map, adjacent to a map tiles, wherever the player chooses. Then going clockwise the remaining players place their home ports.



Players then place their Captain figures on the Homeport as their starting location. When defeated players return to to their homeports and take a free refitting action.

If a player is defeated they can still take their actions this round as long they have not done thier action phase.

6 Pirate Reputation Track

The Pirate Reputation sheet is laid out next to the map with each Captain's colored token placed on the top space to signify that the players have zero reputation.



7 Pirate Market

The Pirate Market sheet is laid out and each resource is placed on the corresponding location. Event and Crew Decks are also laid out on the Pirate Market.



Optional: If players are playing with the booty bag, it is filled with the cargo beads and placed on top of the Pirate Market resource area. Players randomly draw cargo from the bag during the gather phase.

The booty bag adds a level of difficulty and randomness to the game that is extra challenging.





Gameplay



Rounds and Phases

Gameplay in Avast takes place in rounds and phases. Each round is 5 phases of gameplay. Once every player has completed a phase, then the next phase begins. All of the phases, except the Action phase, players can participate in simultaneously. The Action phase is the only phase that has a specific turn order for the players, with the first player going first and moving to the next player clockwise.

Round	
Provisioning	Players feed their crew
Action	All player take turns completing their actions during this phase
Scoring	Players turn in booty and score islands to move up the rep counter
Gather	Players collect resources
Event Reveal	Mr.Skele-Bones moves clockwise and the new first player reveals the next event card.

Provisioning Phase

Players feed their crew during this phase. They do this by placing a “foodstuffs” chits on each crew member they want to feed. Not feeding a crew members means that they are starving, to show that they are starving flip their card upside down so “starving” appears at the top of the card.

Any pirate crew members that are starving cannot be used this turn for combat and will not grant reputation points during the scoring phase. If a crew member is starving for more than 1 round, they are sent to Davey Jones Locker and the Pirate Captain loses a reputation point.



You do not have to feed a crew member. You can choose to hold on to your food and save it for another round. However, you cannot feed a crew member after the provisioning phase is over if you have food available.

Gameplay Cont.

Player Action Phase

The action phase is where all of the player choices and interactions come into play. The amount of actions a Captain can take is based on how many cargo chits are currently in their ships hold. The more cargo in the hold, the slower the ship and the fewer actions the Captain can take.

A Captain can repeat any action they want during their phase as long as they have action points. If a Captain chooses to use all of their action points on moving or capturing an island they can.

Example: Below this Captain has 10 Cargo in their hold at the start of the action phase. That means they will have 4 actions they can take during their turn.

CARGO

action counter

0 to 9	5
10 to 14	4
15 to 20	3
21+	2
	1

The diagram illustrates the action phase mechanics. On the left, a ship's hold is shown with red and green cargo chits. A red arrow points from the hold to the 'action counter' table. The table shows that 10 cargo chits result in 4 actions. A ship's wheel icon is shown next to the '4' in the action counter, with a red arrow pointing from the wheel to the '4'.

Finding a good balance between the number of actions and amount of cargo will be up to each Captain.

Gameplay Cont.



Actions Types

Attempting the Event

This is a free action that every Captain can take during their turn, but it can only be completed during their turn of the action phase. If a Captain does not attempt to complete the event during their turn they cannot go back and attempt it later.



Move

Pirate Captains can move the total number of map tiles determined by the amount of action they currently have.

Example: This player is spending 2 action points to move to 2 map tiles away.

Players can move, perform another action, and then move again until they have used all of their action points up. Player cannot move diagonally on the map tiles unless otherwise noted.

Gameplay Cont.



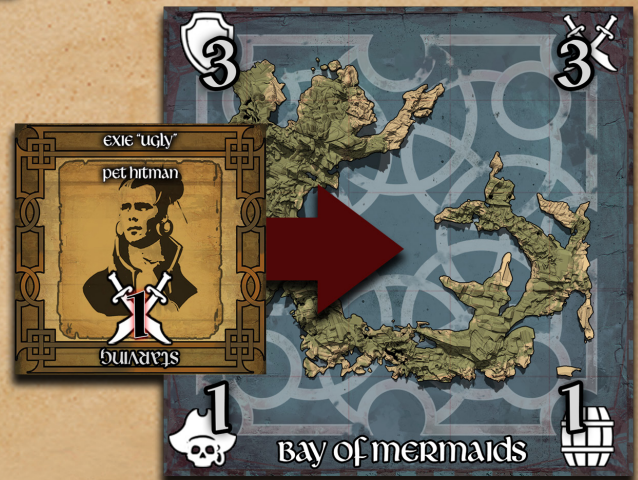
Capture a map tile

Captains can choose to send crew to Capture a map tile. If the player fails they can attempt to capture the tile again, but it will cost an additional action point and resources.

If a crew member fails to capture an island they cannot be used again to perform another action that round.

Add Defenders

If a Pirate Captain has captured a map tile, he can leave defenders on the map tile to boost the defense of that tile. The crew member must be fed before being added to a map tile.



Boarding Party

Pirates can choose to board another's player ship in order to defeat an opposing pirate, steal his cargo and claim the bounty for the defeated Captain.

It is a risky action though.

If a pirate fails the boarding party, his cargo, crew, resources and bounty are gained by the opposing pirate.



Gameplay Cont.

Healing

Captains heal 1 health for each tile they sail over that they currently own as long as they take no other action when they sail over the tile.

They can also stop on a tile they own, take an action, and heal 1 health.



Refitting

Captains that have been defeated, exhausted their resources or crew can move back to their homeport and refit their ship. This takes the Captain to full health and grants them any of their starting resources that they are lacking, but ends their turn even if they have action points left.

If they have more than their starting resources or crew then that Captain does not gain any resources and just gains health.

Broadside Attack

Players can launch a broadside attack at any time on an opposing Captain in an adjoining tile. Even if it is not that player's turn, as long as they have munitions cards they can perform a Broadside Attack.

However the player whose turn it is always has the initiative and can attack first.

Broadside Attacks do not take action points.



Gameplay Cont.

Bury Treasure

Captains can spend 1 action point to bury treasure on an island that they own. Captains must currently be on the island, have booty tokens in the cargo holds of their ships to bury, and must have control of the island they are depositing their treasure on. The maximum amount of treasure that can be buried per island is 2 booty tokens worth unless otherwise noted.



If another Captain captures an island before the gather phase, that captain gains control of any treasure buried there.



Buried treasure is worth **two reputation** during the gather phase. With every owned island treasure counted.

Gameplay Cont.

Scoring Phase and Instant Reputation

Scoring Phase Points

During the Scoring Phase players count their gathered reputation and add it to their score on the Reputation sheet.

Scoring Phase	
Island controlled	For each Island you control during at the start of the Scoring Phase, you get an additional 1 Reputation Point .
Crew Member Idle	For every crew member that was fed, but did not participate in an attack, you gain an additional 1 Reputation Point . An idle crew may be the up to the devil's business but they are happy.
Booty Tokens	Any Booty Tokens from a cargo hold turned in during the Scoring phase give the player an additional 1 Reputation Points , any booty tokens burried on an island and turned in during the Scoring phase give the player 2 Reputation Points .

Instant Reputation

Instant Reputation is awarded the instant the condition is met. These are related to combat and events and are given during the player's action phase.

Instant Reputation	
Capturing an Island	A player capturing an island gives them 1 Reputation Point .
Defeating a captain	Defeating an enemy captain gives the victorious player the reputation equal to the bounty of that captain.
Event	Completing an event with reputation as the reward grants the player the reputation indicated on the event card.

At the end of the Scoring phase, all foodstuffs and munitions tokens are removed from the crew members that were fed and used in combat.

Gameplay Cont.

Gather Phase

During the gather phase, all players collect Cargo Tokens and Crew Cards from the Pirate Market, indicated by the total Crew and Cargo resource numbers on the map tiles that they own + 2 Cargo Tokens from their homeport.

Example: If a player had captured both of these islands, then that player would get 3 crew and 3 cargo for the islands, and 2 more cargo for their home port during the Gather Phase.



If players are playing with the booty bag, they take turns reaching into the Booty bag and drawing the total number of cargo tokens that their island tiles grant without looking into the bag.

Crew and Cargo Management

Before the end of the gather phase players can...

Throw Cargo overboard: Captains can discard any cargo chits they do not want to carry to give themselves more actions.

Swapping Crew Members: Crew Members can be swapped out for any newer crew members when they are drawn. This includes starving Crew Members.

Send them to Davy Jones: All Pirates that have crew members that has been starving for more than a round or that they just are sick of having on their ship, are discarded to Davy Jones Locker. **If a crew member starves completely, then a Pirate Reputation Point is lost, for each crew member sent to Davey Jones.**

Gameplay Cont.

Other ways to get Resources

Resources can be gathered in three different ways. Any captured map tiles will generate income. Completing an event will also give anyone who completed it resources.

Also finally defeating a Captain in combat. Defeating a Captain with a broadside will give you 3 cargo of the defeated Captains choice and defeating a Captain with a boarding party will give you all of that Captains cargo.

Event Phase

The turn marker moves clockwise to the next player. That player becomes the new first player and draws a new event card and reads it aloud to the players, and the next round begins.

A New Round Begins

A new round begins with the provisions phase and the gameplay continues. This continues until a player hits 50 on the Reputation track. Once a player hits 50, the game lasts one more round and then ends and the player with the highest score is the winner.



Combat



Combat in Avast is dependent on your resources and your nerve. Initiating combat has an advantage of dealing damage first on an enemy Captain during a broadside, but as long as they have resources they have the potential to damage you back.

The number of crew members and munitions you have available to use is important. Did you save a crew member to help broadside the enemy when they come into range to board your ship? Do you use the crew member with the high attack value to capture the island or to whittle down the Captain that is about to take the lead? Do you have enough munitions going into this next round? These are the kinds of decisions you will need to make as Captain of your ship.

Crew and Munitions

Crew and munitions, or combinations is what are used in the combat actions. Some combat actions only require a munition, other crew, but almost all benefit from using both.

In order to use crew members player's must arm them with munitions. Multiple crew members can be used for a single combat action.



Combat

Taking Damage

For every damage dealt from a Broadside attack, a Boarding party, or a failed island capture, the Pirate Captain being attacked chooses to remove health or crew members equal to the damage that was dealt to them. The Captain can pick a mix of health and crew. If the Captain is out of crew then he must take damage.



SERGEANT at arms
"CUTTER" GRACE DE BERRY
wanted for: GAMBLING

ABILITY: swordman: the sargent gains an addition dice on any attempted boarding party, offense or defense

♥ health

skull	1	2	3	4	5
6	7	8	9	10	♥
12	13	14	15		

~~speed "whale" reputation
failed denist
STARVING~~

~~anastasia "hoodoo"
drunkard
STARVING~~

Types of Combat Actions

There are 4 types of actions that are specific to combat.

- Capturing a Map Tile**
- Adding Defenders**
- Broadside Attack**
- Boarding party**

The next section will go into each action in detail.

Combat

Capturing A Map Tile

Needs: Crew and Munitions

Island Defense

The amount of that the player needs to roll greater than to win this island.



Island Attack

The amount of damage the island deals to the Captain and crew if they fail to capture the island

Capturing Map Tiles is one of the keys to Victory in Avast. Each map tile gives you reputation points and resources, so capturing Map Tiles and holding on to them is very important.



Example of capturing a Map Tile: A pirate Captain moves onto the Skull Island Map Tile during his active turn. He uses two munitions tokens to arm two pirates. The combined attack of those two pirates is 3. So the Captain rolls 3 dice. He rolls a 3, a 3, and a 0. The defense of Skull Island is 3, so because the Captain rolled a combined total of 6, which is greater than 3. That Captain captures the island tile and places his marker and receives a reputation point.

If that Captain failed to roll above **equal to or above** 3, then he would take damage equal to the attack. In this example, it would be 3. So the Captain could lose either 3 health, 3 crew, or a mix of crew and health.

Note: If the Captain failed and still wants to attack this map tile again this action phase, he can do so, but he would have to spend another action point and have to arm a different crew member.

Combat

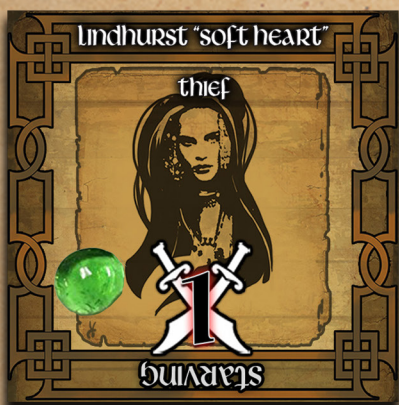
Adding Defenders

Needs: Well Fed Crew

If a Captain captures a map tile and wants to bolster the defense of that tile, they can leave crew behind on the island. Each crew member left behind negates one dice rolled by an attacker.

To leave behind crew, the player must currently own that island and the Captain figure must be on the island they wish to drop off crew on. Players can also only drop off crew that have been fed and have not been used in a previous action.

To drop off crew, simply spend an action point and remove the food chits from the crew you wish to have garrisoned, then place them on the map tile. You can leave multiple crew on an island.



Example of a Map Tile attack with a defender: A Captain is attempting to capture Skull Island with two pirate defenders on it. He is attacking the island with a combined attack of 5 dice. Because there are two defenders on the island, the attacking Captain will now only roll 3 dice to defeat the defense attribute.



Note: The pirates that are left to defend on an island are no longer apart of the crew and do not have to be fed each round. They can survive until they live off of what pirates naturally eat. Such as coconuts, and rum and coconut rum. They do not, however, count towards your reputation points either.

Combat

Broadside

Needs: Munitions

Broadside takes place between Captains in Adjacent tiles. The attacks require at least 1 munitions token. For every munition token spent the player rolls one dice. For every munition token spent, players roll one dice.

If a Captain is successful in defeating an enemy Captains ship with a broadside, he receives the Pirate Reputation Points associated with the bounty of the enemy Captain and three cargo tokens from the sunk Captains cargo hold.



Example: It is Player 1's turn in the action phase. Player 1 moves next to Player 2 and calls out that he is broadsiding. Player 1 spends 4 munition on the broadside. For his broadside, Player 1 will roll 4 dice in his attack, and deal out the total number in damage to Player 2.

After Player 1's initial broadside attack, Player 2 can broadside back.

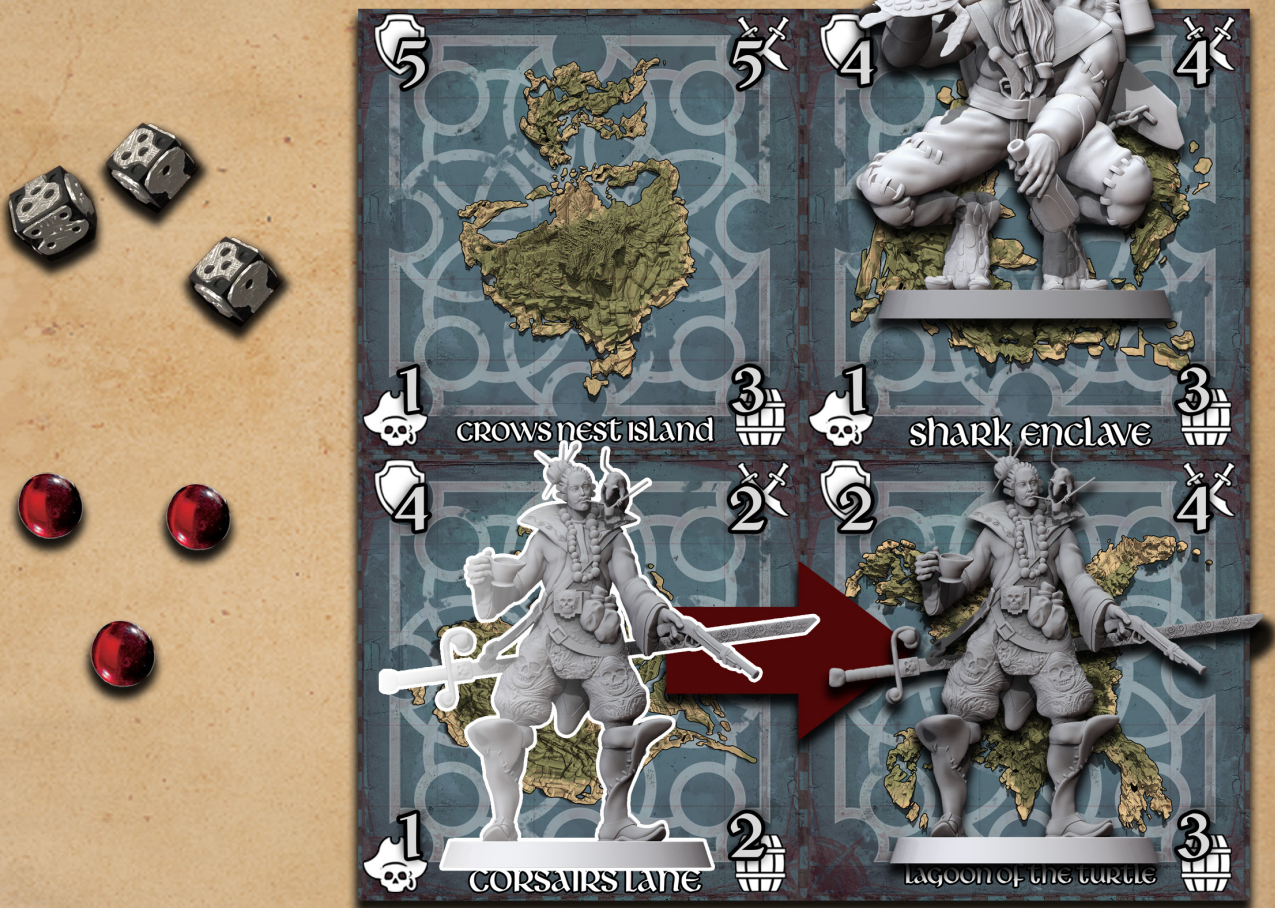
Combat

Broadside Out of Turn

Needs: Munitions

Broadside attacks are the only attack action that a captain can initiate out of turn. If another player moves into a space adjacent with a Captain during their turn, simply call out that you are performing a broadside attack and who you are attacking, and spend any munitions tokens and assign crew to the attack the same as a standard broadside attack.

The current player, whose turn it is during the action phase, always has the initiative in a broadside, and is able to attack first.



Example of an out of turn Broadside: Player 1 has finished their action phase. Player 2 during their turn has moved into a map tile adjacent to Player 1 and does not have any munitions tokens. Player 1 immediately calls out that they are doing a broadside attack on Player 2.

Player 1 spends 3 munitions chits and rolls three dice to attack Player 2.

Note: If multiple Captains gang up and broadside the same Captain, then the Captain that is defending gets to fire a broadside back at each of his attacker in turn as long as they have munitions.

Combat

Boarding Party

Needs: Crew

Optional: Munitions

A boarding party is an attempt to capture all of the cargo of a ship and defeat an enemy Captain. It is a brutal fight to the death between two Captains and their entire crew. To start a boarding party a Captain has to move onto a map tile with another pirate Captain and announce he is performing a boarding party.

Combat for a boarding party happens simultaneously with both Captains rolling and taking damage before the next round begins.

Each Captain rolls the combined attack number of their crew that is able to attack. That is all of the crew that is not starving. Even if a crew member has been used this round in a different attack, they take part in the boarding party. Every Captain also counts as a crew member in the Boarding party and gets to roll a single dice.



After the initial attack rolls, Captains can use Munitions tokens to reroll one dice per munitions token spent.

Once damage has been dealt and if both Captains have survived, both Captains have to agree to stop fighting for the boarding party to end. If only one Captain wants to continue, the fight goes on. If both Captains wish to end combat the attacking Captain moves back to the tile he was previously in before the boarding party started and the action is over.

If a pirate Captain is successful in defeating another Captain during a boarding party he gets the bounty that is offered for the defeated Captain and the entire cargo of the defeated Captain.

Using Starvin Crew

Just because they are starving, does not mean they cannot be helpful. When a player is in combat and takes damage, Starving Crew can be discarded before any fed crew members.



Defeated Captains

If a Captains health goes to zero, from failing an event or being defeated in combat. That Captain loses all of their current Cargo, Crew, and return to their home port. They keep any map tiles they have captured.

The defeated Captain immediately gains all of their original health and starting resources.

If the defeated Captain has not gone yet during the current action phase, they are still able to take part in the action phase with their starting resources and health.

Each player is given the same starting resources

- 4 Food Tokens
- 3 Munitions Tokens
- 2 Crew members with 1 attack
- 1 Crew member with 2 attack



Alternate Rules

Diplomacy, Cheating, Double Crossing, Backstabbing and other Pirate Rules

Diplomacy, Cheating, Double Crossing, Backstabbing and other Pirate Rules

A few notes on Diplomacy. A pirate does not have to destroy other Captains or even engage in combat to win at Avast. Sometimes just have a fast ship and a smart strategy will help you prevail. Going into combat cannons blazing is not always the best answer and forming friendships and alliances is often the best route. After all, diplomacy is the first step in Double Crossing and Back Stabbing.

Double Crossing, and Backstabbing a player is a way to get ahead, but that pirate is not likely to forget you double-crossed him.

Acting like a Pirate is ok. If a Pirate playing Avast is caught cheating all of the other pirates vote on his punishment. Which can be forfeiting his treasure, to being hung at the yardarms and sent back to port.

Game Modes

Treaty: All pirates agree to a code of the brotherhood, and do not attack each other for a set number of rounds, or not at all. This is recommended for first time players or players that want a peaceful economic based game only.

Free for all: Every man for himself. No holds barred, attack at will and see who wins. This is recommended for those who have a taste for the sea.

2v2 and 3v3 Team: Two or Three Captains on each team compete to raise their combined rep to 100.

Captain Eliminations: If a Captain is defeated, they are discarded and a new Captain is drawn.

Bounty: Players only score bounty. First player to collect 20 bounty wins.

Game Length

The largest factor in a game length in Avast is the number of players. A 2 Player game can last 30 minutes to an hour. 3 to 4 player games usually last close to 60 to 90 minutes, while 5-6 player games last around 90 to 120 minutes.

FAQ

Can players be attacked in their Homeport?

Players are safe in their homeport, no enemy Captain can move in and attack or broadside into the homeport but you can broadside out.

During a team game can teammates trade back and forth to avoid losing cargo because of combat?

During team games, no trading back and forth during combat.

During a team game can players trade crew?

Trading crew can happen, but if they have been used already this round, they cannot collect cargo or be used to attack. Starving crew can also be traded but must be fed next round or they die.

Can a player dump their cargo during a boarding party?

No, all of the pirates are fighting and do not have enough time to dump the cargo.

If I trade with another player to not attack me, and they still attack me after the trade, is that allowed?

Yes, because Pirates...(aka the Casey and Jake rule)

Do Captains count during broadsides and boarding parties?

Captains always count as 1 base dice for boarding parties. Not however for broadsides.

When can crew be sent to Davy Jones locker?

Crew can be sent to Davy Jones locker anytime. The Captain loses reputation when this happens however if they starve to death or if they just throw them overboard during their turn and not during the gather phase.

Who gets to go first when Broadsideing?

The player who's current turn it is, always can go first in a Broadside.

FAQ

Does ending a turn in your homeport for refitting give you additional resources?

No, you heal and gain resources equal to the starting resources. If you already have cargo, and crew above the starting numbers, you only gain health. You can still gather any additional resources from islands and the homeport during the Gather phase.

Can I feed crew after I have started my movements?

You can only feed crew after you have started your actions, if you originally had ran out of food to start your turn with, and won the food with an event, where traded food, or awarded it in some other way.

I have a crew member that was starving, and I did an event that rewarded me with food. Can I use the food I just won to revive him for this round?

Yes. The pirate greedily eats the food and is revived once again to pillage alongside their Captain this turn.

My attack on an island failed, and all of my crew is dead. Where do I apply the leftover damage?

To the Captain, Also you should probably go back to your homeport and refit your ship.

When is the Volcano or other special islands scored

If an island has a player spend an action, then it is scored immediately. Otherwise it is score during the scoring phase. For the Volcano, each time it is scored the player gains 2 victory points and loses 2 health

Do I have to move to homeport to refit?

Yes.

Which is is the ultimate form of economics Capitalism or Socialism?

The answer is of course, Piracy.

Quick Reference Guide

Game Setup

- 1) Choose Captain
- 2) Pick token color and homeport
- 3) Determine First Player
- 4) Create map
- 5) Place sheets with shuffled cards and tokens
- 6) Give players starting resources
- 7) Place Captains and flip the first event card

# of Players	# Map Tiles	Shape of Map
2 Players	20	Rectangle 4 x 5
3-4 Players	25	Square 5 x 5
5-6 Players	30	Rectangle 6 x 5

Starting Resources

4 Food Tokens

3 Munitions Tokens

2 Crew members with 1 attack

1 Crew member with 2 attack

Rounds and Phases

Gameplay in Avast takes place in rounds and phases. Once every player has completed a phase, then the next phase begins. All of the phases, except the Action phase, players can participate in simultaneously. The Action phase is the only phase that has a specific turn order for the players, with the first player going first and moving to the next player clockwise.

Round		
P H A S E	Provisioning	Players feed their crew
	Action	All player take turns completing their actions during this phase
	Scoring	Players turn in booty and score islands to move up the rep count-
	Gather	Players collect resources
	Event Reveal	Reveal the event for the next round of gameplay

Actions

Actions Player can take during the Action Phase	
Attempt Event	Attempt to complete the event. Does not cost an action.
Move	Moving the captain from tile to tile. Orthaganal only.
Capturing a Tile	Attacking a map tile with crew and munitions
Add Defenders	Leave a Crew Defender on the island
Boarding Party	Fight to the death combat action using crew
Healing	Moving through tiles or stopping on a tile you own
Refitting	Returning to homeport to heal fully. Ends your turn.
Broadside Attack	Attacking a captain in an adjacent tile using munitions

Quick Reference Guide

Scoring Phase Points

During the Scoring Phase players count their gathered reputation and add it to their score on the Reputation sheet.

Island controlled	For each Island you control during at the start of the Scoring Phase, you get an additional 1 Reputation Point .
Crew Member Idle	For every crew member that was fed, but did not participate in an attack, you gain an additional 1 Reputation Point . An idle crew may be the up to the devil's business but they are happy.
Booty Tokens	Any Booty Tokens from a cargo hold turned in during the Scoring phase give the player an additional 1 Reputation Points , any booty tokens burried on an island and turned in during the Scoring phase give the player 2 Reputation Points .

Instant Reputation

Instant Reputation is awarded the instant the condition is met. These are related to combat and events and are given during the player's action phase.

Capturing an Island	A player capturing an island gives them 1 Reputation Point .
Defeating a captain	Defeating an enemy captain gives the victorious player the reputation equal to the bounty of that captain.
Event	Completing an event with reputation as the reward grants the player the reputation indicated on the event card.

Symbols



Reputation. Points awarded to your Reputation



Booty. Resource turned in for Reputation. Worth 2 Reputation



Crew. Used to capture islands, perform boarding partys and boost broadsides



Foodstuffs. What you feed your crew.



Munitions. What arm your crew with.



Attack. The number of dice your crew grants or the damage an island does.



Cargo is Foodstuffs, Munitions, and Booty.

Please send feedback on the rules or
the gameplay to

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Dedicated to all Pirates - Everywhere