"The Ghost Ship"

Mint Tin Pirates Solo Variant

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Variant created by Nick Shaw @ BGG.com

Overview:

- You are fighting against a ghost ship, which is intent on killing all your crew and/or sinking your ship. Also, the Ghost Pirate Captain cannot be killed (weapons have no effect on ethereal beings)!
- You must therefore sink the Ghost Ship in order to win.
- To help in your goal, you can use sets of *3* pistols/knives/bombs to damage the Ghost Ship, as well as the usual 2 cannon-fire cards. However, the Ghost Pirate may at times raise lost sailors from Davy Jones' Locker, bringing them back as Zombie Pirates. You must re-kill any of these Zombie Pirates before your pistols/knives/bombs can cause damage to the Ghost Ship again.

Setup:

- The Ghost Ship starts with ONLY the Ghost Captain meeple on board its vessel (who never leaves – he is trapped aboard for eternity!)
- You start as usual with 3 Pirates on your Galleon.
- Put the damage cube markers on the left-most notch on each Galleon.
- Shuffle the cards and deal out 5 cards to yourself.
- The Ghost Ship has no hand of cards.

Example Setup:

Notes:

- Doubloons are wild, as usual.
- Deserter cards have no effect (but can be used for discarding).
- The gold cube is not used. (Ghosts have no need of gold, and you have no time to enjoy it – you're fighting for your lives, after all!)

Your Turn:

Firstly, you can (but don't have to):

- Discard any number of your cards and replace them from the draw deck.

Then, you can do one of the following (but don't have to, or may not be able to):

- *Discard 2 cannons* to attempt to fire at the Ghost Ship (and kill a Zombie Pirate if there are any).
- *Discard 3 Pistols, or 3 Knives, or 3 Bombs* to attempt to kill a Zombie Pirate (if there are any), or damage the Ghost Ship (if there are no Zombie Pirates).
- *Discard 2 Raise the Dead* cards to attempt to raise one of your dead Pirates from Davy Jones' Locker.
- *Sacrifice* (discard) any one card **permanently** from your hand to reduce the cannon-fire damage level on your ship by one notch (only one discard per turn allowed).

If you choose to play action cards, you roll the dice to see if you succeed in your action. If you do, apply the result:

- *For cannon-fire*: Raise the cannon-fire damage level on the Ghost Ship by one notch, and if there are any Zombie Pirates on board, remove one. If the cannon-fire damage level is now at Shipwreck, the Ghost Ship sinks and you win!
- *For Pistols/Knives/Bombs*: If there are any Zombie Pirates on the Ghost Ship, remove one. If there is **ONLY** the Ghost Captain on board, then you may raise the cannon-fire damage level by one notch on the Ghost Ship. If the cannon-fire damage level is now at Shipwreck, the Ghost Ship sinks and you win!
- *For Raise the Dead*: Put one of your previously lost Pirates back on your ship.

If you fail your roll, nothing happens.

Finally, draw enough cards to replace the ones you discarded for actions. (DO NOT replace a card you discarded to reduce your own cannon-fire level!)

Ghost Ship's Turn:

Turn over the top card of the draw deck.

If the drawn card is a cannon, pistol, knife, bomb, or Raise the Dead card, roll the dice to see if the Ghost Pirates use the action.

If it does:

- *For cannon-fire, pistols, knives, or bombs*: Apply the action to your Pirates/Ship as per the normal rules. If you now have now crew left aboard, or your ship reaches the Shipwreck damage level, you have lost!
- *For Raise the Dead:* Put one of the opponent colored Pirates onto the Ghost Ship as a Zombie Pirate. You must re-kill any Zombie Pirate on the Ghost Ship (using cannon-fire/pistols/knives/bombs) in order for pistols/knives/bombs to do be able to damage the Ghost Ship again.
- *Doubloons* have no effect. (Ghosts aren't interested in treasure)
- *Deserter cards* have no effect. (Ghosts have no use for the living)

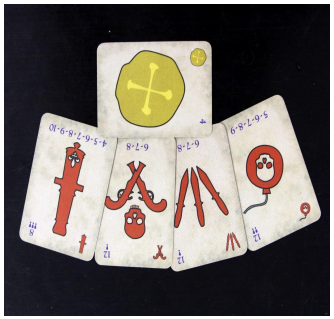
Once the Ghost Ship's turn is finished, discard the card to the discard pile.

Game End:

The game can end in one of three ways:

- You sink the Ghost Ship – YOU WIN!
- The Ghost Ship sinks your Galleon – YOU LOSE!
- The Ghost Ship kills all your crew – YOU LOSE!

Now back to work ye' scurvy sea dogs! Arrrggg!!!



Captain's Journal

Date	Win	Loss

Captain's Journal

Date	Win	Loss