

# BATTLE FOR GREYPORT PIRATES!

Welcome back to the Battle for Greyport! Prepare yourselves for new threats from the air and sea! This expansion adds new heroes, items, monsters and scenarios to expand the original Battle for Greyport game.

## ERRATA

Since the release of the original Battle for Greyport game, we've received a lot of good feedback on the game, and we've revised things a bit. You can always find the most recent rules and content by going to <http://slugfestgames.com/bfgresources> or scanning the QR code above.

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The biggest change is the addition of **Rest Healing**. At the beginning of the game, you now choose a number of hit points to heal between encounters (when you level up). In general, we recommend 2, but we suggest bumping that number up or down as necessary for later games. Here's the beauty part about this new rule: if you liked the game as it was before, you can simply pick a Rest Healing of 0 (now called "Hardcore Mode") and the game plays just like it did originally.

We have also created a revised version of The Interrupted Party, the original introductory scenario from Battle for Greyport. The new cards for that scenario are included here. Finally, we have included a slightly-modified replacement version of Baelfire indicating that the location cannot be saved while he is in play (because in a variant game he could summon a Mad Bomber!)

## CONTENTS

Cannon die, Raid marker, 12 player heroes (3 levels for each of the 4 heroes), 4 9-card starting decks, 14 hero reinforcements, 10 item reinforcements, 20-card pirate monster deck, 34 oversize cards (3 locations, 3 pirate ships, 6 scenarios, 18 encounters, 4 bosses), 5 deck dividers, rules, 2 promo drink cards for *The Red Dragon Inn*

## WHAT'S NEW?

**New Heroes and Items:** this expansion includes 14 new hero cards and 10 new item cards to be shuffled into your hero and item reinforcement decks. You may use these new cards for any game of Battle for Greyport, not just games that include pirate monsters.

**Cannon Die:** this new die has faces 1, 2, 2, 2, 3, 3. These values are lower than the other dice, but you'll be happy that this die maxes out at 3 when a Dire Parrot is using it against you!

**Dice on Older Abilities:** this expansion introduces die-roll damage on existing abilities such as Splash and Snipe. These abilities work just as they did before, but with a die roll determining damage instead of a fixed value. As with fighting, you must make all appropriate choices before rolling. (For example, you must choose the target for your Snipe before rolling.)

**New Ability: Raid:** some pirate monsters can attack a player and the location at the same time! **Raid X** means "when this monster deals damage to a player, it also deals X damage to the location".

Monsters with the Raid ability make it harder to save the location, since removing all of the location's monsters is no longer sufficient. **The location cannot be saved if there are any monsters with Raid in play.** Use the Raid marker to remind you of this by putting it over the reward listed on the active location card, as shown to the right.

As with abilities like Cursed or Slash, if all of a Raiding monster's damage to players is prevented with shield tokens, that monster does not Raid.

**New Ability: Vision:** this ability allows you to stack the deck in your favor! Vision X means "reveal the top X cards of a deck,



a card from the  
ent coin as normal.)

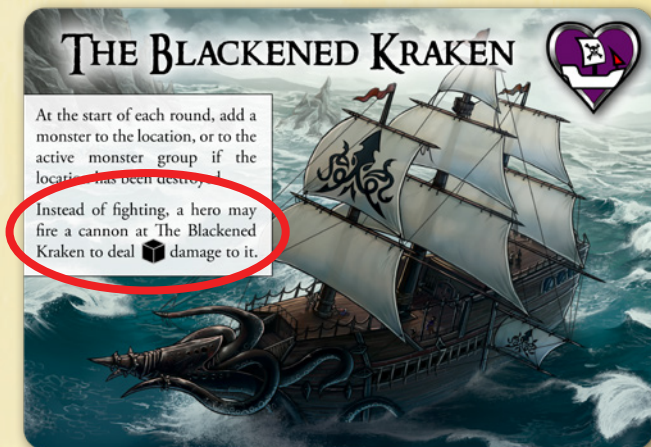


then put any of them on the bottom of that deck in any order, then put the remaining cards on top of that deck in any order". You may do this on any deck in play, including any player's deck, a reinforcement deck, or any monster deck. If the deck on which you want to use this ability has fewer than X cards, shuffle that deck's discards, add them to the bottom of the deck, then resolve the Vision ability. If you reveal cards from the hero reinforcement deck and reveal one of the player heroes who is playing in the current game, immediately retire that card and replace it in the set of revealed cards.

**New Ability: Triple Wield:** level 3 Remy has a unique ability - Triple Wield! It means that he can equip up to three items instead of the usual one. If he somehow also gets Dual Wield, he can still equip up to three items.

**New Card Type: Pirate Ships:** you can't have pirates without ships! The Blackened Kraken, The Miasma, and The Dragon's Fist each present a new problem to solve while trying to save the town. Some encounters will tell you to place a pirate ship next to the location during setup. This pirate ship will continue to either spawn monsters or deal damage until it is destroyed. However, it does not count as a monster, so you'll have to be a little more clever to destroy a ship! Here are some important rules about pirate ships:

- All pirate ships are placed next to the location, and affect the location by default.
- All pirate ships include text telling you which player(s) they affect if the location is destroyed.
- The location cannot be saved while a pirate ship is in play.  
You may wish to use the Raid marker to remind you of this.
- Like bosses, the number of HP each pirate ship has scales based on the number of players in the game.
- When a pirate ship deals damage, that damage happens during the monster damage step. However...
- A pirate ship is **not** a monster. It cannot be fought, Splashed, Sniped, Cleaved, Taunted, moved, etc. A pirate ship is not part of any monster group.
- The **only** way to deal damage to a pirate ship is via the special action indicated on the pirate ship itself.
- The special actions you may take to deal damage to a pirate ship may be taken anytime before the monster damage step, and may be taken as many times as the players are able. When you take the same special action multiple times to deal damage to a pirate ship, you roll for damage separately for each special action you take.



## THE SCENARIOS

### The One-Eyed Plunderer - Difficulty: Easy

The evil Captain Blake is attempting a brazen attack on Greyport Harbor, and it's up to you to stop him! Fight your way to The Docks, then board The Crimson Drake to take the fight to the bad guys!

Note that the penalty for encounter 3 causes every monster in a player monster group to immediately deal its damage to that player. This happens before players take monsters off the location, so the location monsters don't deal damage twice. However, the defending player **will** take damage twice - once for normal monster damage, then again for the penalty!

### The Plague Ship - Difficulty: Medium

Sailors have long told stories of a ghostly ship wandering the seas and causing the crew of any ship coming in contact with it to suddenly fall ill. Turns out, this ship isn't just a myth, and it's heading toward Greyport! Fight off the pirates and cultists heralding the ship's arrival, then head to The Great Temple to help with the banishing ritual that will send the plague ship back to the otherworldly realm from which it came!

### Torglesnarf Returns - Difficulty: Medium

The horrible (and horribly annoying) goblin king is back, and now he's teaming up with Captain Blake and his minions! In addition, Torglesnarf's old bodyguard, General Drog, makes a cameo appearance in encounter 2. If you let him and his henchmen destroy the location, he will wander off and return as an active monster in encounter 3 (making Torglesnarf active as well). Yes, this means that you could have a pirate ship and **three** bosses to deal with in that final encounter! (Note that the boss HP numbers on encounter 2 are for Drog and the numbers on encounter 3 are for Captain Blake. Torglesnarf always has 15 HP.)

The penalty for encounter 3 is to retire the reinforcements, with no replacement! This means that players may no longer recruit anything unless they managed to save The Grand Square or The Market District earlier in the scenario, giving them access to the top card of one or both of the reinforcement decks. If a player can't afford any reinforcement card showing, they may "spend up" as usual.

### The Curse of Baelfire - Difficulty: Medium

Baelfire the Summoner is at it again, and this time the monsters he summons are extra nasty, giving out curses to the heroes unfortunate enough to defeat them!

This scenario's encounters cause some monsters to gain **Baelfire's Curse**. A monster with Baelfire's Curse gets a curse card placed underneath so that it is partially visible. If a monster with Baelfire's Curse moves, the curse moves with it. If a player's hero defeats a monster **with fight damage**, and that monster has Baelfire's Curse, that player puts the curse card on top of their deck. Note that only fight damage causes this to happen, so if you manage to defeat such a monster with something like Splash or Snipe damage, you don't get the curse. Remember,



though, that Cleave damage is fight damage, since Cleave allows you to fight two monsters instead of one.

If a monster with Baelfire's Curse doesn't give out its curse card, that curse card returns to the supply. A monster may only ever gain Baelfire's Curse once. If it somehow gets cursed again, nothing happens. If you run out of curses when giving monsters Baelfire's Curse, give out as many curses as you are able to the monsters of your choice.

### Sky Pirates - Difficulty: Hard

The nefarious Viceroy Lapentius has brought his airship and his mounted pirates to rain destruction down upon Greyport. You must stop them! Follow the airship through the city, fight off the mounted pirates and bring that ship down!

In this scenario, keep the pirate monster deck and the dragon monster deck separate - **do not** shuffle them together as usual. This scenario's encounters refer to **mounted pirates**. A mounted pirate is a face-down, unknown dragon monster with a face-up pirate monster on top of it. When the face-up pirate is defeated, flip over the dragon. It takes the defeated pirate's place in its monster group. If that dragon has an Ambush effect, resolve it when you reveal it.

A face-down dragon remains attached to its pirate at all times, and is treated as though it doesn't exist until it flips over. So, for example, it does not count as an active monster for Scythe's ability. A face-down dragon cannot be moved independently of its pirate, and is immune to all damage and all effects. This means, for example, that you may not Cleave a pirate and its mount, nor may you cause Splash damage to a mount when you fight its pirate. However, if an ability like Captain Whitehawk's allows you to do Snipe damage *after* the fight and the fight defeats the rider, you may reveal the dragon, then choose to Snipe it.

Location and player monsters in this scenario are given out from the pirate monster deck. Mounted pirates are given out during encounter setup, which happens **after** setting up location monsters and player monsters. Depending on the number of players in the game, players may get one or more unmounted pirates, one or more dragons (without riders) and a mounted pirate.

Note that the boss HP numbers on encounter 3 are for Imperia. Viceroy Lapentius always has 20 HP.

## CARD-SPECIFIC NOTES

**Captain Scourge:** her Cultist-giving ability only cares about fight damage, so for example, if she takes 8 Splash damage, that ability doesn't trigger. This ability counts the damage she takes **after** her armor is applied, so in most cases you will have to do at least 10 fight damage for the ability to trigger. If you deal 8 or more fight damage to her and that damage defeats her, she still gives out a Cultist token. If she would give out a Cultist token, but all of them are already in play, she doesn't give one out.

**Captain Whitehawk:** a "hero you have in play" is one you have played this round and that is still in play when the Captain fights. Note that this includes Captain Whitehawk herself! It does **not** include heroes played by other players.

**The Dragon's Fist:** you may play an item on a hero, then retire that item to deal damage to The Dragon's Fist, then play another item on that hero. Note that you may **not** play an item on a hero that has already fought, however.

**Gunner:** this ability only cares about fight damage, so for example, if she takes 6 Splash damage, her ability doesn't trigger. If you deal 6 or more damage to her, and that damage defeats her, the player who defeated her still loses 1 HP, and Raid will trigger.

**Hook Shot:** if you Snipe a monster that can't move, because it is a boss or it is Immune to Taunt, it simply doesn't move. If you defeat a mounted pirate with the Snipe ability from Hook Shot, the dragon that you reveal does not move. However, if you Snipe a mounted pirate and do not defeat it, the pirate and its dragon move together normally.

**Humongous Mallet:** this ability is **not optional** and it must move the targeted monster to a **different** monster group. Note that moving a monster out of the active monster group means that other heroes will not be able to fight that monster this round. This ability does not count as Taunting a monster, so it can work even on monsters that are Immune to Taunt. This ability does not work on bosses. It only cares about fight damage, so, for example, if the hero wielding the Humongous Mallet deals Splash damage to a monster, that monster doesn't move. If the hero wielding Humongous Mallet Cleaves two monsters, they both move - either to the same monster group or to different ones. This ability cannot cause a monster to move to the location - only to another player's monster group. If you defeat a mounted pirate with the Humongous Mallet, the dragon that you reveal does not move. However, if you fight a mounted pirate and do not defeat it, the pirate and its dragon move together normally.

**Joran the Trickster:** you may use any card in your hand for this ability, even a curse. If Joran gains Dual Wield (by copying a Dagger, for example), he may play a second face-down card to copy an item. This second copied item can be the same as the first





or different. Joran may also use face-up magical items played from your hand, as normal, but he may not use face-up physical items. All cards are discarded face up during cleanup, even if they were played face down to this ability.

**Plunderer:** in the unlikely event that a player has no silver when the Ambush ability resolves, that player doesn't put a coin onto Plunderer. That player also doesn't get anything back when Plunderer is defeated.

**Sea Witchdoctor:** monster armor applies to each individual instance of damage, so, for example, if multiple monsters would deal one damage each to a monster with one armor, all of the damage would be prevented.

**Seafarer's Charm:** a die may only be rerolled once per fight. So, for example, if you play Chronos and give him a Seafarer's Charm, you may not reroll a die with Chronos's ability, then reroll that same die again with the Charm's ability.

**Spyglass:** you may use the Vision ability on any deck, but you always draw from your own deck.

**Swashbuckler:** Swashbuckler's ability can only happen once per fight, so, for example, if she Cleaves two monsters and deals 8 damage to each, she Snipes once, not twice. Her ability only cares about fight damage, so if she deals 6 or more Snipe or Splash damage, her ability doesn't trigger. Her ability counts damage **after** monster armor is applied, so if she would deal 6 or more damage, but monster armor brings the total below 6, her ability doesn't trigger.

**Tara the Navigator:** you may use the Vision ability on any deck, but a player always draws from their own deck.



## NEW ACHIEVEMENTS

Normal    Hardcore



**SEND 'EM TO THE DEPTHS!**

Win the scenario *The One-Eyed Plunderer*



**THAR SHE BLOWS!**

Win the scenario *The Plague Ship*



**LET'S SINK SOME TREASURE!**

Win the scenario *Torglesnarf Returns*



**I THOUGHT HE WAS WEIRD THE FIRST TIME!**

Win the scenario *The Curse of Baelfire*



**OUT OF STEAM**

Win the scenario *Sky Pirates*

The Red Dragon Inn: Battle for Greyport - Pirates!, First Edition  
Game Design: Sam Waller and Jeff Morrow, based on a design by Nate Heiss, Sam Waller and Jeff Morrow  
Art: Megan Langan, Additional Art: Erin Wong, Drew Morrow, Beth Trott

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