

Pieces of Eight Weather Expansion

Playtest Coin List Version 4

Maelstrom: All other crow's nest coins are destroyed when this coin is moved to your crow's nest. While this coin is in your crow's nest, no new coins may be sent to any other player's crow's nest.

Hurricane: While this coin is in your crow's nest, each player's fore coin is destroyed at the beginning of that player's turn before his first crow's nest phase, including your own fore coin.

- If multiple Hurricanes affect a player, multiple coins are destroyed.

Stormy Seas: While this coin is in your crow's nest, no players may use any reactive abilities, not even you.

Davy Jones' Locker: While this coin is in your crow's nest, all coins without a constant effect must be destroyed to use their abilities, including your own.

Isla Tortuga: While this coin is in your crow's nest, you and each other player has a new, fourth option during your main play phase: Remove a Mate from your hold and place it in the aft of your ship.

Shifting Winds: When this coin is moved to your crow's nest, all players reverse all the coins in their ships' decks, with their fores becoming their afts and vice versa. When this coin leaves your crow's nest (due to its destruction, being Pillaged, or for any other reason), all decks reverse again.

- For overlapping Shifting Winds played by multiple players, decks are reversed each time one of them moves into or leaves any player's crow's nest.
- If Treachery is used to negate Shifting Winds at some point after its initial reversal, Shifting Winds is destroyed without the second reversal being triggered; the decks stay in the order they were when Treachery was played, because Treachery negates Shifting Winds' ability to reverse them again.

Sea Witch (2): Destroy this coin to destroy all weather coins in all players' active positions, including your own. Then choose a weather coin from your hold and place it in your ship's aft.

The weather coins in this expansion:

- May not be stacked in the crow's nest in the initial order.
- Have a *category limit* of 2. That is, only two weather coins of any type may be part of a ship's initial complement of 13 coins. Using two of the same type is expressly legal.
- Can be distinguished from both regular coins and Captain coins by their edges. They are either a different color such as copper, or have a distinct edge pattern of some kind.

Clarifications and additional rules:

- This set introduces *constant effects*, which are special abilities that are always in effect while some condition persists. Constant effects are signaled by the text, "While this coin ..." For future expansion, it should be clear that not all weather coins need to have constant effects, and not all constant effect coins need to be weather coins.
- A reactive coin can react to a constant-effect coin any time the constant-effect coin is in effect. (That is, at any time while its condition is met.)

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