Mercenaries & Privateers, a Swords & Sails Card Expansion

Mercenaries & Privateers (M&P) is a card expansion for the epic board game, Swords & Sails, Rewrite History in 1000 AD which is required to play the game and sold separately. The expansion includes 120 new cards and 4 new card types featuring Mercenary/Privateer, Revolt, Calamity and Prosperity types. This expands the original deck of 60 intrigue cards and the 4 original categories of Development (**green**), Political (**blue**), Espionage (**yellow**), and War (**red**) to 7 categories adding the Mercenary/Privateer (**cyan**), Calamity (**grey**) and the Prosperity (**white**) categories. The revolt types of cards occur across the **green**, **blue**, **yellow,** and **red** categories. Intrigue cards expand the options which Swords & Sails players have during a game and represent many simulated choices which make the game more realistic and very satisfying to play.   Intrigue cards are acquired by players during the intrigue phase of the game, with each player gaining at least one card, each turn.   For more details on the original game Swords & Sails, rules, and intrigue cards, please refer to the Swords & Sails rulebook.

Setup:
When adding the **Mercenaries & Privateers** cards into the original deck of Intrigue cards, first find and remove the following existing Political (**blue**) Intrigue cards; **Royal Marriage** (2), **Inherit Title** (2), **Political Minor Ally** (2) with the new ones from the **Mercenaries & Privateers Expansion**. It is not intended to play with the reprints and the older cards. Then separate all cards into decks of the same colors, add together the original Intrigue cards of the same colors with the new M&P cards.

The following number of each kind of cards should be removed based on number of players. Then shuffle all decks, seperately by color.

Color	Cards to Remove	2 to 4	5 to 7	8 to 11	12+
Yellow	Instigate Sedition, Bribed Passage, City Fire	3 ea	2 ea	1 ea	0 ea
Blue	Royal Marriage, Inherit Title, Political Minor Ally, Political Unrest	3 ea	2 ea	1 ea	0 ea
Red	Minor Insurrection, Call Up Militia, Siege Engine, Strategic Reposition	3 ea	2 ea	1 ea	0 ea
Green	Peasant Revolt, Fire Brigade, Trade Agreements	3 ea	2 ea	1 ea	0 ea
Cyan	Mercenary & Privateer Cards	0 ea	0 ea	0 ea	0 ea
White	Prosperity / Boon Cards	0 ea	0 ea	0 ea	0 ea
Grey	Calamity / Natural Disaster	0 ea	0 ea	0 ea	0 ea

Mercenary & Privateer cards

A *Mercenary* or *Privateer* card can be **acquired** (*taken*) in place of one of the regular **green**, **blue**, **yellow**, or **red** Intrigue cards during the intrigue phase. Only one *Mercenary* or *Privateer* card can be drawn in this manner per Intrigue phase per season. These cards can be **activated** during the Intrigue phase actions by announcing the activation to the other players (including the phase they are acquired) and then will take effect during the current season's combat phase, unless the card has


additional effects which are used in a different phase (such as the free Trade Agreement card as part of activating the **Khazar Elite mercenary** card. The free Trade Agreement card can be acquired and used in the next diplomacy phase). The specific *Mercenary* or *Privateer* card and units granted can be kept hidden until actual combat. **To activate** the card, the holder must spend the **cost** listed in the *upper left* of the scrollwork. The faction marker **shields** at the top of the card determine the player (or players in the case of the **Varangian Guard,** ½ will go to the **North Sea Empire** and ½ to the **Byzantine Empire**) who will get paid when the *Mercenary/Privateer* is activated, but only if they are in the game. If the faction is not being played, then the payment will be paid to the bank instead. If the faction is the same as the holding player, then no money is paid on the initial activation. When activated, the *Mercenary or Privateer* card is placed with an existing *Army* or *Fleet* of the activating player (the units can't be separate from one of your own armies or fleets). During the combat phase, the units listed on the card will be added to the battle. When these units fight, they may need to use modified stats if so indicated on the Mercenary / Privateer card by the existence of quick combat symbols (red circle, blue square, shield symbol or arrow symbols) or modified attack tables near a unit type on the card. The appropriate symbols or attack tables should be used depending on whether quick combat or normal combat is being used during the game. For instance, the red circle with the 3 on the **Vladimir's Elites** Mercenary card near the 6 Peasant Units, indicate that these 6 Peasant should use the 3-attack value for quick combat or the modified combat table for the normal combat. Note, that some units which do not normally have long range volley attacks for quick combat, can gain long range volley attacks with certain mercenaries. These additional long-range attacks from these units will still only hit when a 1 or 2 is rolled, the same as light infantry and light cavalry (add the 1 o 2 to the damage total), even if the unit's type has a larger attack value for hand-to-hand fighting (such as 4 for the heavy infantry units of the **Irish Fianna Mercenary**). When loosing units during combat and using the quick combat method, players can choose to lose units from either their own *armies* / *fleet* or from the *mercenary* / *privateer* card. Lost units from the *mercenary* / *privateer* card can't be replaced and will not be regenerated if the *mercenary* / *privateer card* is kept for more than one season (surviving *mercenaries* / *privateers* do not have to be discarded after battle and will stay with the players army / fleet they are attached to, until the cost is not paid during a future intrigue phase). **Losses** must be tracked for each mercenary / privateer card and when all units are lost, then the card must be discarded. If victorious at the end of the battle, the *mercenary* / *privateer* may end up **looting** and **pillaging** the territory they just fought in. To determine if the *mercenary* or *privateer* will **loot**, the player makes a command roll to control them. The command roll is made by adding up the morale of the highest 3 surviving units from only their own army (cannot use units from the Mercenary / Privateer cards or allies) and subtract this number from a roll of three d6 dice.   If the result is less than the first number on the loot value, then **no looting** takes place (0 turns). If the value is between the numbers listed, that is greater than the first number but less than the second number, then a **single turn of looting** in the territory will take place. If the result is equal to or greater than the second number, then **two full turns of looting** is the result. The number of turns of looting is marked by placing flipped over faction markers on the territory (*the white side*). Each **collect income phase**; a single marker is removed, and no income is generated for that territory. At the end of the battle, *Mercenary* and *Privateer* cards with no surviving units will be discarded (*and no looting will take place*). If there are surviving units from the *Mercenary* or *Privateer* card, then the owning player can decide to keep the *Mercenary* or *Privateer* card with the army or fleet till next turn. During the following **Intrigue Phase** of the player, they must pay the cost of the *Mercenary* / *Privateer* card again or discard it. For those players who match the faction shield symbol, they now will need to pay for the *mercenary* / *privateer* card to keep it. Remember, only surviving units of the *mercenary or privateer* card will be available in the next combat phase and losses can be noted on the players army / fleet cards.
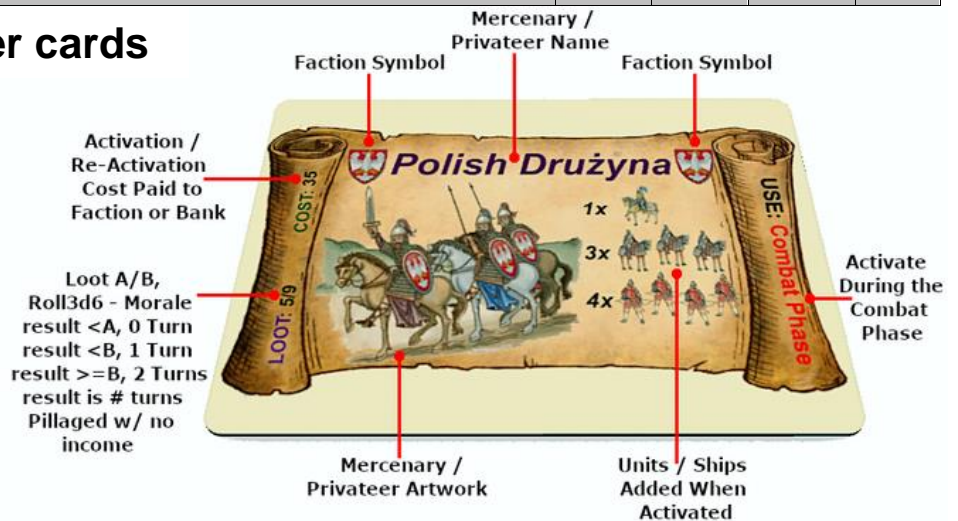
Revolt Intrigue Cards *(Green, Blue, Yellow, and Red):*

The **Revolt Intrigue** card types allow a player to place a captured territory into a revolt status. Only previously captured territories (or neutral territories gained through political cards) can be placed into a revolt status and only territories which do not have any armies located in them. Once in a revolt status, a territories revolt can be neutralized by the owning player using a **Call Up Militia card** or by the player moving an army into the territory. If neither of these are achieved before the end of the resolve battle phase, then the territory will either revert to neutral or the original players territory if it is a starting player territory. The 4 different colored cards each are activated by different items to be spent based on the theme.

The *green card,* **Peasant Revolt** requires the activating player to remove 1 peasant per Minor City, 3 per Major city + 1 in any armies to activate. The *blue card*, **Political Unrest**, is activated by getting 1 player's support publicly during the *Diplomacy* phase plus an additional player for each major city or for every 3 minor cities (round up). Discarding 2 blue cards can be used as a substitute for a player's support. The *yellow card*, **Instigate Sedition**, is activated by discarding a number of yellow intrigue cards based on the number of cities present in the territory. 1 card per minor city, 3 cards per major city, +1 card. The *red card*, **Minor Insurrection** is activated by removing a number of morale points worth of non-peasant army units from existing armies. The total required is 1 morale points per Minor City, 3 Per Major City, plus 1.
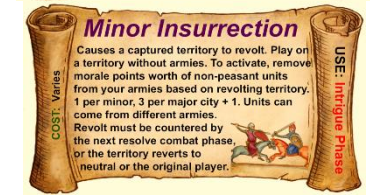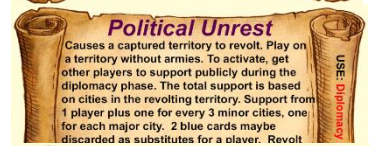
New War (Red) Intrigue Cards:

The **Call Up Militia card** can be used to counter a revolt card played or can be used during combat on your own controlled territory by adding a few units in defense. An army is not required in the defended territory for the units to be used, however if an army is located in the defended territory, then the units are added to the defending army. If used where there does not have an army, the units are lost after the battle is resolved. Discard after use.

The **Siege Engine card** can be used during siege of a territory to lower the effect of the cities in the territories. A **Siege Engine card** can be used to either reduce a major city from 3 dice to 1 die or removes the effect of a single minor city. Multiple **Siege Engines** can be used in the same Siege attack on the same territory. Discard after use.

A **Strategic Reposition card** will allow an army or fleet to retreat to a friendly territory (or adjacent sea for fleets). If multiple armies or fleets are attacking the same territory (or sea zone), then multiple **Strategic Reposition cards** will be required for all armies or fleets to retreat, otherwise, only one army / fleet per played **Strategic Reposition card** can retreat. Discard after use.
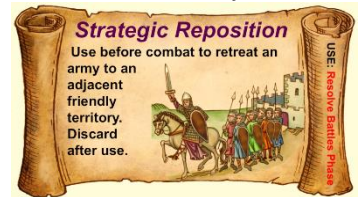
New Espionage (Yellow) Intrigue Cards:

A **Bribed Passage card** will allow an army or fleet to retreat to a friendly territory or sea zone. If multiple armies or fleets are attacking the same territory (or sea zone), then multiple **Bribed Passage cards** will be required for all armies or fleets to retreat, otherwise, only one army or fleet per played **Bribed Passage card** can retreat. Discard after use.

A **City Fire card** can be played on any player-built city during the **intrigue phase**. The effect of the City Fire is to remove a player built minor city or reduce a player built major city to 2 minor cities. This card cannot be used on map-based cities. The effects will be countered by any immediately played *Fire Brigade card*, which is a new *Development* (*green*) intrigue card.

New Development (Green) Intrigue Cards:

The **Fire Brigade card** is used to counter a *City Fire card* used on one of your cities. The card fully negates a *City Fire card*. In addition to the new **Fire Brigade card**, 3 additional Trade Agreement cards are included, expanding to
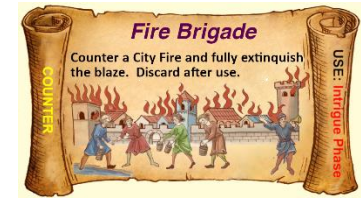
Calamity & Prosperity Cards

Calamity (or natural disaster) & **Prosperity** (or Boon) **cards** can optionally be added to a game of **Swords & Sails**. If played, then both the **Calamity** card deck, in **grey** and the **Prosperity** card deck in **white** must be played. At the start of the game, separate and shuffle each deck before play. Just before each collect income phase, roll three 6-sided dice. If a **13** is the result, a **Calamity** card is drawn. If a **7** is rolled, a **Prosperity** card is drawn. The drawn card will affect all players in the game equally during that season. For more frequent chances of **Prosperity** and **Calamities**, roll **2d6** and add the number of **seasons** played (1 for **season / turn**, etc.). This will make a sliding scale of chances for up to 10 **seasons / turns**.

The **prosperity cards** will have a positive effect by decreasing the cost of army or fleet Units, or increasing players agricultural, city or trade card income. The **Calamity cards** will have a negative effect increasing the cost of army or fleet Units, decreasing players agricultural, city or trade card income. All new costs will be rounded up to the nearest 5 cost for effects. Unit cost may require buying two units to see the savings if the rounded cost is too small.

Card images and descriptions

Peasant Revolt — Causes a captured territory to revolt. Play on a territory without armies. To activate, remove peasant units from your armies based on revolting territory. 1 per minor, 3 per major city + 1. Units can come from different armies. Revolt must be countered by the next resolve combat phase, or the territory reverts to neutral or the original player. COST: Varies. USE: Intrigue Phase

Political Unrest — Causes a captured territory to revolt. Play on a territory without armies. To activate, get other players to support publicly during the diplomacy phase. The total support is based on cities in the revolting territory. Support from 1 player plus one for every 3 minor cities, one for each major city. 2 blue cards discarded as substitutes for a player. Revolt... COST: Varies. USE: Diplomacy

Instigate Sedition — Causes a captured territory to revolt. Play on a territory without armies. To activate, discard a the following number of Yellow Intrigue cards based on revolting territory. 1 per minor, 3 per major city + 1. Revolt must be countered by the next resolve combat phase, or the territory reverts to neutral or the original player. COST: Varies. USE: Intrigue Phase

Minor Insurrection — Causes a captured territory to revolt. Play on a territory without armies. To activate, remove morale points worth of non-peasant units from your armies based on revolting territory. 1 per minor, 3 per major city + 1. Units can come from different armies. Revolt must be countered by the next resolve combat phase, or the territory reverts to neutral or the original player. COST: Varies. USE: Intrigue Phase

Call Up Militia — Call up militia can be used in two ways. As a counter card for a territory in revolt. Play on a territory during the combat phase to remove the revolt. Or can be used to add a few units, one PS, LI, HI, during an attack on your own territory. Discard after use. COUNTER. USE: Resolve Battles Phase

Siege Engine — During siege warfare can be used to reduce a major city to only 1 defense die or remove the defensive die from a single minor city during siege warfare. Multiple siege engine cards can be used during the same siege. Discard after use. USE: Resolve Battles Phase

Strategic Reposition — Use before combat to retreat an army to an adjacent friendly territory. Discard after use. USE: Resolve Battles Phase

Bribed Passage — Use before combat to retreat an army to an adjacent friendly territory. Discard after use. USE: Combat Phase

City Fire — Remove a player built city or reduce a major city to two minor cities. Discard after use. USE: Intrigue Phase

Fire Brigade — Counter a City Fire and fully extinguish the blaze. Discard after use. COUNTER. USE: Intrigue Phase

Calamity and Prosperity card tables

CALAMITY CARDS	PROSPERITY CARDS	CALAMITY CARDS	PROSPERITY CARDS
Plague — Reduces all players city income by 33%.	**Increased Production** — Increases all players city income by 33%.	**Equine Contagion** — Building Cavalry KN / HC / LC cost 25% more for all players	**Equine Fertility Boom** — Building Cavalry KN / HC / LC cost 25% less for all
Famine — Reduces all players agriculture income by 50%.	**Great Harvest** — Increases all players agriculture income by 50%.	**Locust Swarm** — Building Infantry HI / LI / PS cost 25% more for all players	**Bumper Cotton Harvest** — Building Infantry HI / LI / PS cost 25% less for...
Trade War — Remove 50% from all active trade cards.	**Increased Trade** — Add 50% more coins to all active trade cards.	**Iron Shortage** — Building Heavy Units (KN, HC, HI) cost 25% more for all players	**Iron Ore Surplus** — Building Heavy Units (KN, HC, HI) cost 25% less for all players
		Tree Infestation — Building Fleet Units cost 25% more for all players	**Increased Tree Growth** — Building Fleet Units cost 25% less for all players