

*WildWill's Collector's Guide to WizKids'*



*By Captain William "WildWill" Noetling*



*Includes Price Guides, Collector's Checklists, Bonus  
Game Scenario and MORE!*

# **WildWill's Collector's Guide to WizKids' Pirates of the Spanish Main.**

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*Portions of this guide have previously appeared on the website Pojo.com in a slightly altered form.*

*All Prices Listed are current as of June 2006 and are representative of new "mint-condition" game pieces.*

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**This work is dedicated to my late father Gene David Noetling.**



Signature Image created by Joe Shreve

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## Introduction

The recent surge of popularity of all things pirate can be easily traced to the surprise success of Disney's 2003 film **Pirates of the Caribbean The Curse of the Black Pearl**, which grossed over \$650 million world-wide and created legions of Jack Sparrow fans. Disney, perhaps reeling from lackluster merchandise sales of their previous Summer releases, did not release any tie-in merchandise, leaving the market wide-open for non-Disney memorabilia. Jordan Weisman, founder of WizKids Games and creator of Battletech, MageKnight and HeroClix, took an existing concept (the constructible model from a styrene card) and created an exciting, fast-paced, one-of-a-kind collectible game.



The original Pirates website, circa June, 2004. Courtesy of the Internet Wayback Machine

styrene cards; complete ships are made from one, two or three cards. Essentially with two packs of cards you could play a decent game in about twenty minutes. Even if you never played again, you'd have a couple of nifty miniature pirate ships to display on your computer desktop.

As with many of their games, WizKids decided to make the game a collectible one, with tiers of rarity for each piece. In the original set the rarity levels were common, uncommon, rare and limited edition (LE). No actual insertion ratios have ever been given for collation of individual game pieces, so any attempt at defining the insertion ratios is purely speculative.

**PSM** had a somewhat difficult time making it to store shelves. Response at conventions showing the prototype pieces was mixed. While many attendees were quite enthusiastic, others weren't buying the entire concept. The first official sign that there was trouble on the horizon was that the retail price was raised fifty cents to \$3.99 a pack.

## Set History

The first set called **Pirates of the Spanish Main** (hereafter **PSM**) was announced in April 2004 for a July release, and prototypes began to appear at WizKids booths during the summer conventions. Each single package of cards, which was to retail for \$3.49, would contain "a game in every pack." Complete rules, two complete sailing ships, a treasure or crew card, an island card, and a tiny die could be found inside a colorful foil wrapper. Each pack is made up of six actual

June would see our first official look at exactly what ships would be included in the initial set via a series of sneak-peak articles that ran on the website throughout the month, and we also got our first glance at the rules for the game. By the end of the month the card gallery was completely filled, and the entire contents of the first set were known. There were six different types of ships in the set, single masted sloops, two masted square rigs, three masted square rigs, three masted sloop type rigs, four masted square rigs, and five masted gunships. The game storyline was also created within a series of short fiction featuring many of the named crew available in the **PSM** set. These fictions can still be read on WizKids' official site.

Spanish Main introduced the three original factions, *Pirates*, *English* and *Spanish*. The *English* and *Spanish* were allotted 16 ships each, while *Pirates* got 28. Each faction received the same number of five masted gun ships and one masted sloops. Though the overall allotment of ships was disproportionate, each faction received the same number of "named" crew, i.e. non-generic crew that added a vast number of abilities to your ship. Each faction also got the same number of generic crew (Captain, Helmsman, Cannoneer, Musketeer, Shipwright, Oarsman, Explorer), though cards for *Pirate* crew were double-printed within the set. In addition to each type of generic crew having an individual card, all of the non-rare named crew cards had an additional generic crewmember. Rare crew cards were beautiful painted portraits on one side, with flavor text on the reverse. These are often called "portrait rares."

After debuting **PSM** at Origins in June and staging successful "Blackheart's Wager" tournaments at Gen Con in July, WizKids finally released the game to retail stores on July 28<sup>th</sup>, 2004. Within just a few months, two entire press runs were sold out, and a second, unlimited version would be released. The Unlimited set of **PSM** can still be found in stores more than 18 months after its' release. During the Summer of 2005 WizKids produced six gorgeous tins, each containing three packs of **PSM** and one pack of **Pirate of the Revolution**, all for \$9.99. These tins are also still currently available.



Cover for Scrye Magazine #75 - September 2004

## Promos

Only three promo game pieces were released for Spanish Main. The first is numbered PP-376 and is the *Pirate* ship Revenge. The ship was widely distributed at conventions and is unique in that it actually has a higher point cost than the non-promo version of the same ship that was released in the actual set. The second and third promo pieces were a free giveaway in the September 2004 issue of Scrye Magazine. Bloody Throne and Scrye the Explorer are unique in that they have no other reprinting

in any set thus far. Scrye the Explorer is also the only “named” generic crew and has completely unique art.

### Promo Price Guide

Card #	Name	Faction	Low \$	Hi \$
PP-375	Scrye the Explorer	English	\$ 5.00	\$ 10.00
PP-375B	Bloody Throne	Pirates	\$ 5.00	\$ 10.00
PP-376	Revenge	Pirates	\$ 4.00	\$ 10.00

### Blackheart's Wager Tournaments

During the 2004 Summer Convention season WizKids ran several massive tournaments to introduce Pirates to gamers. Below I have listed some of the text of the tournament announcement straight from the official website.

#### ***Blackheart's Wager Tournament***

*Due to heightened security on the open waters, Blackheart and his pirate brethren have had difficulties securing gold for his wager! The stakes have been modified somewhat to allow for more pirates to join in!*

*The Blackheart's Wager tournament...runs for four hours. Participants are required to bring 125 or 250 treasure coins found in Pirates of the Spanish Main Game Packs. It does not matter what value the coins add up to; just bring 125 or 250 of them! In exchange for your coins, you will receive metal coins. If you bring 250 coins, you will received the 5 Pirates of the Spanish Main busts, yours to keep!. Players will then play for four hours. Each game, they must ante at least one of their metal coins. Whoever wins the game, per the standard rules, gets the coins that were anted in that game.*

*At the end of the four hours, play will cease and players will then participate in Blackheart's Auction. Up for grabs are some amazing prizes! Payment will be made with the metal coins that the players have won.*

#### ***Doubloons of the Spanish Main***

*Don't want to play for only four hours? How does three days sound? That's right, from Thursday to Saturday WizKids will reserve part of our tournament hall for the Pirate Plunder auction event. To enter, go to the WizKids retail booth and purchase up to three Pirates of the Spanish Main Game Packs. When you do, tell them you want to enter the Pirate Plunder auction event. You will be given a special plastic coin for each Pack you purchase. Take the coins to the tournament hall and wait for opponents. The winner of each game gets the other player's coins.*

***The prizes up for auction include:***

 *A scaled-down replica of HMS Victory.*

- ☠ The winner gets to name one Pirate character in an upcoming Pirates expansion.
- ☠ The winner gets to name one English character in an upcoming Pirates expansion.
- ☠ The winner gets to name one Spanish character in an upcoming Pirates expansion.
- ☠ The winner gets to name one character in an upcoming Pirates expansion. (We're not going to tell you the nationality just yet!) The faction was the French, introduced in the next set **Pirates of the Crimson Coast**
- ☠ A full set of the six main characters from *Pirates of the Spanish Main*, signed by the author and framed.
- ☠ Individual signed versions of the six main characters.
- ☠ Full *Pirates of the Spanish Main* bust sets.
- ☠ A brass field compass with wooden box.
- ☠ Two reproduction-scale 18th-century naval cannons.
- ☠ A "rare" boat from *Pirates of the Spanish Main*, framed and signed by Jordan Weisman and Mike Mulvihill.
- ☠ A 34-inch-long hand crafted "Pirate" wood chest.
- ☠ A reproduction French Cutlass Pistol.
- ☠ A reproduction French Flintlock Pistol Dagger.
- ☠ A reproduction "Pirate" Boarding Cutlass.
- ☠ A "Pirate Treasure" book box.



A complete set of all 8 busts, and the Advantage Trophy

As you can see, the prizes for these tournaments were incredibly cool, and valuable. The metal coins mentioned above ended up being salvaged from another game by another manufacturer, and are not considered a part of the **PSM** set. However, the busts given away are another story.

### Busts and Trophies

As mentioned above, WizKids gave out "sets" of five busts at the Blackheart's Wager tournaments. In

actuality, the set of busts contains a total of eight characters, three of which were used as league or tournament prizes. These busts are about two and a half inches tall and are made from a poly-resin type material. They are NOT molded in the bronze color, rather they are painted, and come in a generic box with the piece number stamped on a label attached to the box. They are EASILY chipped or broken. The name of each character is printed on a sticker affixed to the front of the base. The same five busts that were available at the introductory tournaments were also available in the “Pirates Plunder” promotion of 2005, and are still easily obtainable. Captain Jack Hawkins, Christopher Myngs and Comandante Luis De Alva are in far shorter supply than the other five.

In addition to these nifty pieces, a single “Advantage Trophy” numbered PP-471 was released during 2005. These pieces are extremely rare and sought after, due to the fact that they are the only busts to be hand painted in full color.

### Bust Price Guide

Piece #	Name	Lo \$	Hi \$
PP-389	Captain Blackheart	\$3.00	\$10.00
PP-390	Captain Jack Hawkins	\$5.00	\$15.00
PP-391	Christopher Myngs	\$5.00	\$15.00
PP-392	El Fantasma	\$3.00	\$10.00
PP-393	Countess Diana Doone	\$3.00	\$10.00
PP-394	Calico Cat	\$3.00	\$10.00
PP-395	Skyme the Monkey	\$3.00	\$10.00
PP-396	Comandante Luis De Alva	\$5.00	\$15.00
PP-471	Advantage Trophy	\$10.00	\$20.00



PP-390 Jack Hawkins

### Limited Editions

As prizes for winning and participating in approved play tournaments, WizKids gives out “Limited Edition” prize cards, or LEs. For **PSM** these were all reprinted ships and crew with alternate color schemes and flavor text. LEs are distributed singly sealed in a plastic baggie. Ostensibly they are all part of a fourth faction, the “Ghosts”, however, this faction has not actually been recognized as a separate playing group. All of the ships were available in the 2005 “Pirates Plunder” promotion, however, none of the crew or treasure cards have been made available outside of approved play tournaments. To add another wrinkle, the treasure coins are all printed with a silver obverse instead of the normal gold, meaning you cannot play with LE treasure, unless that is ALL you are playing with. These pieces have a limited collector value, as they are, for the most part, strictly reprints. However, as supply continues to diminish, and more collectors come to the game, prices will undoubtedly rise.



GS-001 Revenant LE

## Limited Edition Price Guide

Card #	Name	Faction	Lo \$	Hi \$
GC-001	El Fantasma	Pirates	\$ 5.00	\$ 10.00
GC-003	Ghost Crew	Pirates	\$ 5.00	\$ 10.00
GS-001	Revenant	Pirates	\$ 5.00	\$ 10.00
GS-002	Snipe	Pirates	\$ 3.00	\$ 8.00
GS-003	La Resolucion	Spanish	\$ 4.00	\$ 9.00
GS-004	Asesino de la Nave	Spanish	\$ 5.00	\$ 10.00
GS-005	HMS Meresman	English	\$ 5.00	\$ 10.00
GS-006	HMS Wycliffe	English	\$ 3.00	\$ 8.00
GT-001	Ghostly Encounter	Treasure	\$ 5.00	\$ 10.00
GT-002	Captain	English	\$ 5.00	\$ 10.00
GT-003	Helmsman	Pirates	\$ 5.00	\$ 10.00

## Rare Ships and Crew

In each collectible card game (or CCG), some cards are deliberately harder to get than others. Typically these cards are more powerful or more desirable, and by making them harder to find than other cards, the manufacturer creates an instant secondary market value. **PSM** is no exception that rule. Rare ships and crew can be found in packs in a ratio of between 1 in 4 and 1 in 8 packs. However, due to the odd nature of the actual styrene cards, and the fact that ships can come on one, two or three physical cards while crew **ONLY** come on one card, it is possible, though unlikely, that you can receive two rare cards in one pack. For the initial set, WizKids very wisely made all of the five-masted ships rare. Additionally, all of the one-masted ships are also rare. There are a total of 24 rare game pieces in **PSM**, six for each faction and six Unique Treasures.

Each original faction was allocated two five-masted ships. These ships come on three cards, and are actually pretty rare. In my first 8 packs of this set I didn't pull a single one, however, I've collected them all since then. In terms of actual game play, both The Harbinger and HMS Titan are the best two in the bunch.

## Five Masted Rare Price Guide

Card #	Ship Name	Faction	Lo \$	Hi \$
ES-001	HMS Titan	English	\$10.00	\$ 20.00
ES-003	HMS Lord Algernon	English	\$ 3.00	\$ 11.00
PS-001	Revenant	Pirates	\$ 7.50	\$ 20.00
PS-003	The Harbinger	Pirates	\$ 7.00	\$ 15.00
SS-001	El Acorazado	Spanish	\$ 4.00	\$ 12.00
SS-003	El Garante	Spanish	\$ 3.00	\$ 11.00

Just as each faction got two five-masted ships in the initial set, they also received two one-masted sloops. These single cannon vessels are typically inexpensive in point cost, and provide a nice balance to the five-masted gunship. They are also fairly inexpensive on the secondary market.

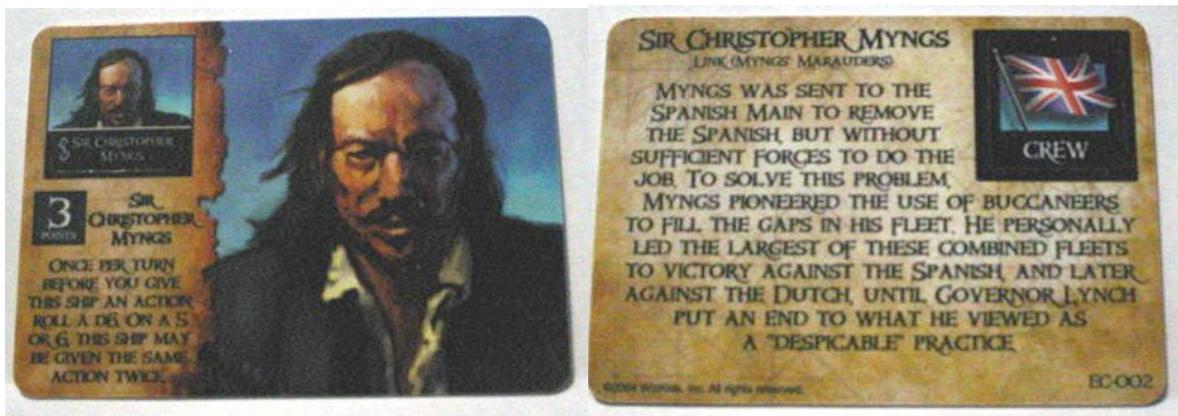
### Single Masted Rare Price Guide

Card #	Ship Name	Faction	Lo \$	Hi \$
ES-002	HMS Albion	English	\$ 1.00	\$ 7.00
ES-004	HMS Europa	English	\$ 1.00	\$ 6.00
PS-002	Snipe	Pirates	\$ 2.00	\$ 8.00
PS-004	Zephyr	Pirates	\$ 1.00	\$ 7.00
SS-002	La Santa Teresa	Spanish	\$ 2.00	\$ 8.00
SS-004	La Repulsa	Spanish	\$ 1.00	\$ 7.00

The equality among factions continued with the distribution of “Rare Crew” cards. Each of the three factions received two rare crew, each with similar abilities.

### Rare Crew Price Guide

Card #	Ship Name	Faction	Lo \$	Hi \$
EC-001	Admiral Morgan	English	\$ 3.50	\$ 9.00
EC-002	Sir Christopher Myngs	English	\$ 1.50	\$ 6.00
PC-001	Calico Cat	Pirates	\$ 2.00	\$ 8.00
PC-002	Captain Blackheart	Pirates	\$ 2.00	\$ 6.00
SC-001	Capitan Alarico Castro	Spanish	\$ 1.00	\$ 7.00
SC-002	Comandante Luis de Alva	Spanish	\$ 1.00	\$ 6.00



Front and Back of EC-002 Sir Christopher Myngs

## Unique Treasure

Only six unique treasure cards would be included in our first set, only one of which, Rum, is really very useful. **PSM** has the lowest number of Unique Treasures of any of the sets WizKids has released thus far.



Front of T-005 Rum

### Unique Treasure Price Guide

Card #	Treasure Name	Lo \$	Hi \$
T-001	Shipping Charts	\$ 1.00	\$ 6.00
T-002	Marksman's Map	\$ 1.00	\$ 6.00
T-003	Forged Papers	\$ 1.00	\$ 6.00
T-004	Homemade Flag	\$ 1.00	\$ 6.00
T-005	Rum	\$ 2.00	\$ 8.00
T-006	Plague	\$ 1.00	\$ 6.00

## Uncommon, Commons and Generics

The remaining 102 cards in this initial set are comprised of less difficult to find rarities. There are 26 uncommon game pieces, 52 common game pieces and 24 generic game pieces. All of the four masted ships ended up being uncommon, and all of the two masted ships ended up being common. Both types of the three masted ships appear with both uncommon and common rarities.

### Uncommon, Common & Generic Price Guide

Rarity	Card Type	Lo \$	Hi \$
Uncommon	Ships	\$2.00	\$4.00
Uncommon	Crew	\$1.00	\$3.00
Common	Ships	\$1.00	\$3.00
Common	Crew	\$1.00	\$3.00
Generic	Crew	\$1.00	\$3.00



PS-011 The Darkhawk II

Naturally, some game pieces in these rarities are worth more than the above guide indicates. The Darkhawk II a *Pirate* ship with a VERY large cargo commands up to \$7.00 in the secondary market, however, for the most part, most non-rare game pieces can be had for under \$3.00 a piece.

## Islands

One island card is included in each pack of **PSM** cards. These are plastic coated cardboard with a full color island die-cut on the front. The back is blank. There are no known rarities within the islands, each one should be inserted at the same rate.

## Print Runs

There are at least two distinct press runs of the first edition of **PSM**. The first press run can be identified by the inclusion of an actual booklet with staples as the

instructions. This booklet was only available in the first printing run packs. The cards are also slightly lighter than subsequent printings, giving them an almost matte finish. Additionally, the UPC Codes on the boxes, and indeed the boxes themselves are quite different. The first print run has a large Pirate flag on the top of the box, and the UPC code ends in "001". The second press run omits the large flag on the top of the box, and the UPC code ends in "009." It is interesting to note, that some of the "matte" finish cards from the first print run found their way into the second print run boxes. There are collectors who are interested in only first print-run cards, so if you wish to trade them, make sure you identify them accordingly.

### **Collation Issues**

As previously stated, the first edition of **PSM** had some issues in the collation during the manufacturing process. Five masted-rare ships appeared to be in extremely short supply, and some generic crew proved virtually impossible to find. WizKids has been constantly working on the collation of each set, and those issues have been mitigated to the point of non-existence in later sets.

Still, a few quality control issues occur in every set. Most often, you may receive the deck plate of one ship and the sails of another in a particular pack. In that case, you should contact WizKids Customer Service. Fortunately, mismatched hulls and sails are not common, and replacements are easy to obtain.

### **Unlimited Edition**

As WizKids supply of first edition **PSM** boxes ran out, they went back to the presses, correcting a few errors, and also streamlining the standardized elements of the cards. Gone was the goofy numbered and in its place would be a nice, easy to read three digit number, with a color-coded corner indicating rarity level. This was a fantastic addition to the game, allowing collectors to easily identify the rarity level of their game pieces. For the limited set, one had to simply know a card was rare, or check the online checklist. Speaking of checklists, one would now be included in every pack!

Some cards were not reprinted in the Unlimited set; the "duplicate" generic Pirate crew, T-013, T-015, T-018, T-028, and T-029 only appear in the first edition set. Additionally, there is a printing error on many of the uncommon cards. The silver ink color did not react well with the coating on the styrene, and instead of a silver corner, some uncommon cards have a bronze colored border. This is a misprint, and does not mean these cards are a LE rarity. Misprinted cards carry no premium in value, and are not returnable as defective.

Strange as it may seem, most collectors don't seem to care about edition, as prices for either edition of a specific piece remain similar. The farther away from the initial release that we get, the more likely a premium will be paid for true first-edition game pieces.

### **European Unlimited Editions**

**PSM** proved to be so popular in the United States, that WizKids released the game in several overseas markets. In the European English language version, packs came with a large foldout map utilizing a slightly different movement scheme, and three

colored dice. The set itself proved to be exactly the same as the unlimited edition released in the United States.

Four ships in the German Unlimited release were renamed and given unique deck plate design. Value on these ships is extremely difficult to estimate, since they were never intended for the American market. They could easily fetch \$20 per ship from a domestic trader, or the equivalent in shipping charges from an international dealer. If you can find them, that is. Within the German Unlimited set, the four ships are considered common, however, very few copies of these game pieces have made their way to North America.

The ship's names are allusions to the German legend of Störtebecker, and the flavor text relates to that epic story. The ships themselves retain their English language abilities, however, they have completely unique deck plate designs, hull and sail markings.

### German Unlimited “Special” Ships Checklist

Card #	Name (Original Name)
UL-008	Bunte Kuh ( <u>El Ladron</u> )
UL-013	Roter Teufel ( <u>The Darkhawk II</u> )
UL-017	Klabautermann ( <u>Treachery</u> )
UL-026	Sturmvogel ( <u>Batavian Bat</u> )

### Trading

Almost as quickly as the game was released, collectors and traders started to trade game pieces. WizKids official trading forum is one of the best places to exchange your unwanted game pieces, though there are many other destinations. Most traders prefer the cards to be in mint condition, straight out of the pack. However, many traders do not mind if the game pieces have been punched out, so long as they have been put back in their sprues. Built ships, or ships pieces without their sprues command about half their mint-condition value

When trading, it's often easy to simply trade rarity for rarity, however, you'll do yourself a disservice if you trade your five masted-rare for a single-masted rare or a rare-crew. Simply put, even though all three pieces are considered “rare”, it is much easier to pull a single-masted rare or a rare-crew than it is to pull a five-masted rare. At the very least, you should check the recently completed auctions on eBay or the prices on findccg.com to ensure you're getting a good deal.

### Recommended Pirates Trading Forums

-  **WizKids Official** - <http://forum.wizkidsgames.com/forumdisplay.php?f=187>
-  **Pojo.Com** - <http://www.pojo.biz/board/forumdisplay.php?f=127>
-  **Miniature Trading** - <http://www.miniaturetrading.com>

### Online Resources

-  **WizKids Official** – <http://www.wizkidsgames.com/pirates>

- ☠ Pojo.com – <http://www.pojo.com/pirates/index.shtml>
- ☠ Pirates Rules - <http://piratesrules.com/>
- ☠ Singles/Boxes for purchase – <http://www.shuffleandcut.com>

## Coming Soon

*Wildwill's Collector's Guides To:*

- ☠ Pirates of the Crimson Coast
- ☠ Pirates of the Revolution
- ☠ Pirates of the Barbary Coast
- ☠ Pirates of the South China Seas
- ☠ Pirates of Davy Jones Curse
- ☠ Pirates of the Mysterious Islands

## Bonus Scenario - “Morgan’s Gambit”

The Golden Age of Piracy had its fair share of famous and infamous individuals, none more prominent than the privateer Henry Morgan, born 1635 in Wales. Morgan spent almost his entire life on the sea, escaping slavery in Barbados, becoming one of the most famous privateers in the entire Spanish Main. By 1666 he commanded his own ship, and by 1672 he was arrested and returned to England, where he stood trial for Piracy, and was rewarded with the lieutenant governorship of Jamaica. Kind of an odd punishment, but he was intelligent enough to successfully prove that he had no knowledge of a treaty between England and Spain, whose colonies he’d been preying on for the previous six years.

Many of Morgan’s exploits are stuff of legend. Technically Morgan was never a Pirate, carrying several letters of marque from English governors, including one from his Uncle Edward, who happened to be the governor of Jamaica. His first major campaign resulted in the capture of Puerto Principe in what is now Cuba. Shortly thereafter he captured the strategically important city of Porto Bello, on the Panamanian shore. In 1671 he sacked Panama overcoming a force that outnumbered his own by three-fold. At one point he commanded a fleet of several ships and over 500 sailors. Morgan’s unofficial title at the height of his career was “King of the Pirates”, and he commanded respect from the English, Spanish and other pirates during the golden age.

After the capture of Porto Bello Morgan amassed a large fleet of English, French and a single American vessel and sailed for Maracaibo, along the Venezuelan coast. After a minor setback, in which Morgan’s flagship was accidentally destroyed by his own drunken sailors killing more than 300 of them, the Buccaneers were able to capture the fort at Maracaibo without firing a shot. The Spanish defenders had forewarning of the impending invasion and left the fortress in an attempt to minimize casualties. Though they left several booby traps, Morgan and his men were able to occupy the fortress with no difficulties. For three weeks Morgan’s pirates searched the nearby jungle for sign of

the Spanish, and for booty, always coming back with a few prisoners and more than enough booty. Morgan sailed on to Gibraltar where a similar situation was waiting for him, instead of fighting for their treasure; the Spanish were just hiding their gold and themselves.

Eventually Morgan discovered the whereabouts of the Spanish Treasure Barques, hidden away in a lake fed by an inland river. About a hundred men in two small ships sailed up the river, while the remainder of the about 500 strong crew searched for the Governor of Maracaibo who was hidden away in a mountaintop retreat. While the river force was successful in capturing the four treasure Barques, albeit mostly empty, and their escort ship, the infantry was rebuffed. Through a series of negotiations, Morgan was able to leave Gibraltar and return to Maracaibo, carrying with him several hundred Spanish prisoners. Upon their return, they discovered the town to be exactly as they had left it, except that shortly after, they were blockaded three very large Spanish Men of War, outnumbering Morgan's guns by several fold.

The Spanish Governor had sent for a fleet of ships from Spain, and while he was holding up in Gibraltar, they had arrived. Morgan's fleet, stuck in an inland lake in Maracaibo could not escape, outnumbered and outgunned, Morgan had to use his wits to survive.

And survive he did. One of his crew had a brilliant idea; they took one of their captured ships and gutted it, creating a "fire-ship" as a decoy. They outfitted a second ship to be a decoy of the decoy. The fire ship, covered in pitch, tar and other combustibles, and disguised as a fighting vessel was sent out on point, and managed to maneuver alongside the largest Spanish Man of War and exploded successfully, destroying both her and the main Spanish attacker. The other two Spanish ships were soon out-maneuvered and captured. Morgan had succeeded again, and in 1944 Seagram's named a brand of rum after him. This makes for a great Pirates scenario, doesn't it?

**Players:** 2

**# of islands:** Irrelevant

**Total Value of Gold:** Irrelevant

**Total Number of Gold:** Irrelevant

**Banned Unique Treasures:** All except Explosives (*Crimson Coast*)

**Point Totals:** Special

**Setup:** The game surface can have islands and terrain, but seed no gold. Exploring wild islands is forbidden. Repairs are forbidden, and neither side needs a "home island." The Spanish fleet begins at one side of the table, and Morgan starts on the exact opposite. The object is for Morgan's fleet to reach the opposite side, and the Spanish need to stop him.

Player 1 - Admiral Morgan

 40 point fleet

 No more than 5 ships in this fleet

- ☠ One ship must be designated as the “fire-ship”, and can carry no crew. This ship begins the game with the Unique Treasure from the *Crimson Coast* set Explosives (can be proxied) and cannot load or unload it.
- ☠ One ship must be designated “prisoner/treasure ship”. Place the full cargo load of treasure on this ship at start, minimum total of 25 gold coins (no maximum).
- ☠ Ships/Crew can only come from any faction. Spanish ships can only be used for the fire ship. Crew can only use abilities on their own faction ships.
- ☠ One crew must be designated “Admiral Morgan” (or you can use the Admiral Morgan game piece)

Player 2 – Spanish

- ☠ All crew/ships must be Spanish
- ☠ Point total no larger than 75 points.
- ☠ No more than 3 ships in this fleet.
- ☠ No zero/limit-ransom characters

### Game Ending Conditions:

1. Admiral Morgan wins if he is successfully able to maneuver his treasure ship AND at least one more ship off the opposite end of the game board.
2. The Spanish win if they are successfully able to prevent Morgan’s ships from leaving the game board on their end, or if they are successful in sinking/capturing the treasure ship and eliminating “Admiral Morgan”.
3. The game ends in a draw if Morgan’s treasure ship is captured/sunk but the crew designated ‘Admiral Morgan’ escapes the game board.
4. Alternately a time limit of 30 minutes can be used, and if neither condition 1 or 2 are fulfilled, a draw is declared.

Note: This scenario was originally designed to utilize game pieces from all of the Pirates sets up to *South China Seas*, however, it can be run with strictly **PSM** game pieces, with the exception of the Unique Treasure Explosives. That treasure’s ability says “When this ship rams an enemy vessel, roll D6. On a result of 5 or 6 both ships sink. Remove Explosives from the game”.



Sir Henry Morgan

## Appendix I - Pirates of the Spanish Main – First Edition Complete Checklist

Card #	Name	Faction	Rarity
PS-001	Revenant	Pirates	Rare
PS-002	Snipe	Pirates	Rare
PS-003	The Harbinger	Pirates	Rare
PS-004	Zephyr	Pirates	Rare
PS-005	Shadow	Pirates	Unc
PS-006	Pandora	Pirates	Unc
PS-007	Revenge	Pirates	Unc
PS-008	El Ladron	Pirates	Unc
PS-009	Sea Nymph	Pirates	Unc
PS-010	Silverback	Pirates	Unc
PS-011	The Darkhawk II	Pirates	Unc
PS-012	Freedom	Pirates	Unc
PS-013	Raven's Neck	Pirates	Unc
PS-014	Windjammer	Pirates	Unc
PS-015	El Ballista	Pirates	Unc
PS-016	Recreant	Pirates	Unc
PS-017	Treachery	Pirates	Com
PS-018	Longshanks	Pirates	Com
PS-019	El Chico	Pirates	Com
PS-020	Greyhound	Pirates	Com
PS-021	Carrion Crow	Pirates	Com
PS-022	El Dorado	Pirates	Com
PS-023	Royal Fortune	Pirates	Com
PS-024	Muerta de la Corona	Pirates	Com
PS-025	Bonny Kate	Pirates	Com
PS-026	Batavian Bat	Pirates	Com
PS-027	Venture	Pirates	Com
PS-028	Silver Dagger	Pirates	Com
PC-001	Calico Cat	Pirates	Rare
PC-002	Captain Blackheart	Pirates	Rare
PC-003	El Fantasma	Pirates	Com
PC-004	Captain Jack Hawkins	Pirates	Com
PC-005	Genny Gallows	Pirates	Com
PC-006	Ghost Crew	Pirates	Com
PC-007	David "Bones" Wiley	Pirates	Com
PC-008	Fidel Zuan	Pirates	Com
PC-009	Skyme the Monkey	Pirates	Com
PC-010	Lucky the Parrot	Pirates	Com

PC-011	Genny's Red Rampage	Pirates	Com
PC-012	Gaspar Zuan	Pirates	Com
ES-001	HMS Titan	English	Rare
ES-002	HMS Albion	English	Rare
ES-003	HMS Lord Algernon	English	Rare
ES-004	HMS Europa	English	Rare
ES-005	HMS Leicester	English	Unc
ES-006	HMS Oxley	English	Unc
ES-007	HMS King Edward	English	Unc
ES-008	HMS Belle of Exeter	English	Unc
ES-009	HMS Dover	English	Unc
ES-010	HMS Bolingbroke	English	Unc
ES-011	HMS Gallowglass	English	Com
ES-012	HMS Birkenhead	English	Com
ES-013	HMS Meresman	English	Com
ES-014	HMS Wycliffe	English	Com
ES-015	HMS Plantagenet	English	Com
ES-016	HMS Lord Walpole	English	Com
EC-001	Admiral Morgan	English	Rare
EC-002	Sir Christopher Myngs	English	Rare
EC-003	Carbon Charlie	English	Com
EC-004	Thomas Gunn, Elder	English	Com
EC-005	Governor Lynch	English	Com
EC-006	Countess Diana Doone	English	Com
EC-007	Myngs Marauders	English	Com
EC-008	Thomas Gunn, Younger	English	Com
EC-009	Brother Virgil	English	Com
EC-010	Lynch's Noose	English	Com
EC-011	Powder Pete	English	Com
EC-012	Commodore Temple	English	Com
SS-001	El Acorazado	Spanish	Rare
SS-002	La Santa Teresa	Spanish	Rare
SS-003	El Garante	Spanish	Rare
SS-004	La Repulsa	Spanish	Rare
SS-005	La Joya del Sol	Spanish	Unc
SS-006	El Tirador	Spanish	Unc
SS-007	L'Aguila	Spanish	Unc
SS-008	Cazador del pirata	Spanish	Unc
SS-009	La Resolucion	Spanish	Unc
SS-010	Asesino de la Nave	Spanish	Unc

SS-011	La Furia	Spanish	Com
SS-012	El Duque	Spanish	Com
SS-013	Pescados de Plata	Spanish	Com
SS-014	El Corazon del Mar	Spanish	Com
SS-015	El Picador	Spanish	Com
SS-016	El Leon	Spanish	Com
SC-001	Capitan Alarico Castro	Spanish	Rare
SC-002	Comandante Luys de Alva	Spanish	Rare
SC-003	Mstr. Gunner Rogelio Vazquez	Spanish	Com
SC-004	Master Bianco	Spanish	Com
SC-005	Fernando Sanchez	Spanish	Com
SC-006	Alm. Devante del Nero	Spanish	Com
SC-007	Castro's Loyalists	Spanish	Unc
SC-008	Joaquin Vega	Spanish	Unc
SC-009	Bianco's Haulers	Spanish	Com
SC-010	Nemesio Diaz	Spanish	Com
SC-011	Gonzalo Mora	Spanish	Com
SC-012	Com. Antonio de Silva	Spanish	Com
T-001	Shipping Charts	Treasure	Rare
T-002	Marksman's Map	Treasure	Rare
T-003	Forged Papers	Treasure	Rare
T-004	Homemade Flag	Treasure	Rare
T-005	Rum	Treasure	Rare
T-006	Plague	Treasure	Rare
T-007	Captain	English	Gen
T-008	Captain	Pirates	Gen
T-009	Cannoneer	Pirates	Gen
T-010	Captain	Spanish	Gen
T-011	Cannoneer	Spanish	Gen
T-012	Helmsman	Pirates	Gen
T-013	Captain	Pirates	Gen
T-014	Cannoneer	English	Gen
T-015	Cannoneer	Pirates	Gen
T-016	Helmsman	English	Gen
T-017	Helmsman	Spanish	Gen
T-018	Helmsman	Pirates	Gen
T-019	Oarsman	Pirates	Gen
T-020	Musketeer	English	Gen
T-021	Musketeer	Spanish	Gen
T-022	Musketeer	Pirates	Gen

T-023	Explorer	Pirates	Gen
T-024	Oarsman	Spanish	Gen
T-025	Oarsman	English	Gen
T-026	Shipwright	Pirates	Gen
T-027	Shipwright	English	Gen
T-028	Oarsman	Pirates	Gen
T-029	Musketeer	Pirates	Gen
T-030	Shipwright	Spanish	Gen

**Promos and Busts**

PP-375	Scrye the Explorer	English	Promo
PP-375B	Bloody Throne	Pirates	Promo
PP-376	Revenge	Pirates	Promo
PP-389	Captain Blackheart	BUST	LE
PP-390	Captin Jack Hawkins	BUST	LE
PP-391	Christopher Myngs	BUST	LE
PP-392	El Fantasma	BUST	LE
PP-393	Countess Diana Doone	BUST	LE
PP-394	Calico Cat	BUST	LE
PP-395	Skyme the Monkey	BUST	LE
PP-396	Comandante Luis De Alva	BUST	LE
PP-471	Advantage Trophy (Myngs)	BUST	LE

**Limited Edition (Approved Play Prizes)**

GC-001	El Fantasma	Pirates	LE
GC-003	Ghost Crew	Pirates	LE
GS-001	Revenant	Pirates	LE
GS-002	Snipe	Pirates	LE
GS-003	La Resolucion	Spanish	LE
GS-004	Asesino de la Nave	Spanish	LE
GS-005	HMS Meresman	English	LE
GS-006	HMS Wycliffe	English	LE
GT-001	Ghostly Encounter	Treasure	LE
GT-002	Captain	English	LE
GT-003	Helmsman	Pirates	LE

## Appendix II - Pirates of the Spanish Main – Unlimited Edition Complete Checklist

Card #	Name	Faction	Rarity
1	Revenant	Pirates	Rare
2	Snipe	Pirates	Rare
3	The Harbinger	Pirates	Rare
4	Zephyr	Pirates	Rare
5	Shadow	Pirates	Unc
6	Pandora	Pirates	Unc
7	Revenge	Pirates	Unc
8	El Ladron	Pirates	Unc
9	Sea Nymph	Pirates	Unc
10	Silverback	Pirates	Unc
11	The Darkhawk II	Pirates	Unc
12	Freedom	Pirates	Unc
13	Raven's Neck	Pirates	Unc
14	Windjammer	Pirates	Unc
15	El Ballista	Pirates	Unc
16	Recreant	Pirates	Unc
17	Treachery	Pirates	Com
18	Longshanks	Pirates	Com
19	El Chico	Pirates	Com
20	Greyhound	Pirates	Com
21	Carrion Crow	Pirates	Com
22	El Dorado	Pirates	Com
23	Royal Fortune	Pirates	Com
24	Muerta de la Corona	Pirates	Com
25	Bonny Kate	Pirates	Com
26	Batavian Bat	Pirates	Com
27	Venture	Pirates	Com
28	Silver Dagger	Pirates	Com
29	Calico Cat	Pirates	Rare
30	Captain Blackheart	Pirates	Rare
31	El Fantasma	Pirates	Com
32	Captain Jack Hawkins	Pirates	Com
33	Genny Gallows	Pirates	Com
34	Ghost Crew	Pirates	Com
35	David "Bones" Wiley	Pirates	Com
36	Fidel Zuan	Pirates	Com
37	Skyme the Monkey	Pirates	Com
38	Lucky the Parrot	Pirates	Com

39	Genny's Red Rampage	Pirates	Com
40	Gaspar Zuan	Pirates	Com
41	HMS Titan	English	Rare
42	HMS Albion	English	Rare
43	HMS Lord Algernon	English	Rare
44	HMS Europa	English	Rare
45	HMS Leicester	English	Unc
46	HMS Oxley	English	Unc
47	HMS King Edward	English	Unc
48	HMS Belle of Exeter	English	Unc
49	HMS Dover	English	Unc
50	HMS Bolingbroke	English	Unc
51	HMS Gallowglass	English	Com
52	HMS Birkenhead	English	Com
53	HMS Meresman	English	Com
54	HMS Wycliffe	English	Com
55	HMS Plantagenet	English	Com
56	HMS Lord Walpole	English	Com
57	Admiral Morgan	English	Rare
58	Sir Christopher Myngs	English	Rare
59	Carbon Charlie	English	Com
60	Thomas Gunn, Elder	English	Com
61	Governor Lynch	English	Com
62	Countess Diana Doone	English	Com
63	Myngs Marauders	English	Com
64	Thomas Gunn, Younger	English	Com
65	Brother Virgil	English	Com
66	Lynch's Noose	English	Com
67	Powder Pete	English	Com
68	Commodore Temple	English	Com
69	El Acorazado	Spanish	Rare
70	La Santa Teresa	Spanish	Rare
71	El Garante	Spanish	Rare
72	La Repulsa	Spanish	Rare
73	La Joya del Sol	Spanish	Unc
74	El Tirador	Spanish	Unc
75	L'Aguila	Spanish	Unc
76	Cazador del pirata	Spanish	Unc
77	La Resolucion	Spanish	Unc
78	Asesino de la Nave	Spanish	Unc

79	La Furia	Spanish	Com
80	El Duque	Spanish	Com
81	Pescados de Plata	Spanish	Com
82	El Corazon del Mar	Spanish	Com
83	El Picador	Spanish	Com
84	El Leon	Spanish	Com
85	Capitan Alarico Castro	Spanish	Rare
86	Comandante Luys de Alva	Spanish	Rare
87	Mstr. Gunner Rogelio Vazquez	Spanish	Com
88	Master Bianco	Spanish	Com
89	Fernando Sanchez	Spanish	Com
90	Alm. Devante del Nero	Spanish	Com
91	Castro's Loyalists	Spanish	Unc
92	Joaquin Vega	Spanish	Unc
93	Bianco's Haulers	Spanish	Com
94	Nemesio Diaz	Spanish	Com
95	Gonzalo Mora	Spanish	Com
96	Com. Antonio de Silva	Spanish	Com
97	Shipping Charts	Treasure	Rare
98	Marksman's Map	Treasure	Rare
99	Forged Papers	Treasure	Rare
100	Homemade Flag	Treasure	Rare
101	Rum	Treasure	Rare
102	Plague	Treasure	Rare
103	Captain	English	Gen
104	Captain	Pirates	Gen
105	Cannoneer	Pirates	Gen
106	Captain	Spanish	Gen
107	Cannoneer	Spanish	Gen
108	Helmsman	Pirates	Gen
109	Cannoneer	English	Gen
110	Helmsman	English	Gen
111	Helmsman	Spanish	Gen
112	Oarsman	Pirates	Gen
113	Musketeer	English	Gen
114	Musketeer	Spanish	Gen
115	Musketeer	Pirates	Gen
116	Explorer	Pirates	Gen
117	Oarsman	Spanish	Gen
118	Oarsman	English	Gen

119 Shipwright  
120 Shipwright  
121 Shipwright

Pirates Gen  
English Gen  
Spanish Gen

**Coming Soon – WildWill’s Collector’s Guide to Pirates of the Crimson Coast!**



**About the Author**



William ‘WildWill’ Noetling is one of the few actual natives of Los Angeles, California. An upcoming graduate of UCLA with a Bachelor’s Degree in English, William is an avid collector of Comic Books, Action Figures, DVDs, Anime, and of course, all things Pirates. He and his wife of three years live “Beverly Hills Adjacent” and are expecting their first child later this year.

