

Pirate Tactics

- **The Double Deuce:** you need a ship or crew with the SAT (*same action twice*) ability, and a *Captain* or similar crew. You can improve your odds for getting that second action by adding a crew who lets you reroll one die roll per turn. The Double Deuce is two move actions, with the Captain giving a shoot after each move. This *move-shoot-move-shoot* combo can leave an enemy fleet in tatters, with multiple ships damaged or dismantled, while the opposing player wonders how one ship did all that harm in one turn.
- **The Explorer-less Explore:** this is a little ploy to let your ships load gold quickly without giving up a cargo space for an Explorer. Send two ships to the same wild island; one should be faster than the other. The one that gets there first uses *an Explore action, but doesn't load* anything. When the second ship gets there, the island is already explored and that ship can *load up immediately*. Meanwhile, the first ship has set course for another wild island, which she will explore and loot normally.
- **The One-Two Punch:** you can do this if your ship has a Captain, and one or two more masts than a nearby enemy fighting ship. Your ship rams the enemy in the hopes of knocking down a mast. You have to angle your ship when you ram so all your guns can bear on him, even though you're pinned. Then you give him a shoot action, courtesy of your Captain, and finish him off. Hopefully, you'll leave him derelict, and since you're already touching him, you can explore him or tow him on the very next turn. You can also do this with a shoot/move combination; first blow off as many masts as you can, then ram and finish the job.
- **The Pseudo-Ram:** there aren't many things that a Schooner's ability is good for, but this is one of them. Move alongside an enemy until your *stern is level with his bow*. Then pivot on your stern until your gunwale (side) hits his bow. He's in position for boarding now, just as if he'd rammed you, but you don't risk losing a mast. Or, if you have a Captain, you can open fire, secure in the knowledge that he can't fire all his cannons back at you even if you miss. Galleys, Longships and Turtle Ships can also pull this trick.

