

The Dutch East Indies: Adventures on the High Seas

This first expansion for The Dutch East Indies contains six modules. They are designed as such that you can play with either number of modules. You can pick just one or all six at once, or any number in between. However, if you add modules that add extra expenses (the forts and the crew), we recommend that you also add the treasures module to make sure players have enough gold to pay for the forts and/or crew. Adding all modules to the game makes it more strategic. This expansion works with both Basic and Deluxe editions of the core game.

Components:

- 6 forts (4 players, 2 wild)
- 2 reefs
- 4 new player boards
- 10 crew cards
- 6 treasure cards
- 10 event cards
- 8 settlements
- 20 wooden beads
- 18 fort markers
- 12 cannon, range, damage upgrades
- 8 mini meeples

Based on feedback from the core game, we updated the player boards. We recommend to always use the new boards, also when playing without this expansion. The updated player boards do not show the flow of the battles anymore, but it does show the new actions you can do with this expansion.

1. Forts

This module uses these components:

- 6 forts (4 players, 2 wild)
- 18 fort markers
- 12 cannon, range, damage upgrades
- 8 mini meeples

In the core game, your spices are safe once you have unloaded these at your home port. Not anymore! Players can now try to steal spices from any players' home island! This module can be split into two pieces. You can use either sub-module or play with both.

Forts on home islands

During set-up, each player places a fort tile on one of their two spaces on their home island. Each fort has three properties; cannon, range and damage. The number of cannons works in the same way as for the ships. The range of a ship is always 1 (it can only hit a neighbouring square), but forts can have a range greater than 1. The damage a ship does is listed in the rules for the core game (players usually steal rather than do damage, but pirates deal 1 or 2 damage to a ship). When a ship takes damage, it has to downgrade a property (sail, cannon, hold). Forts can deal more than 1 damage.

During set-up, place a cube on each of these positions on the forts of the players:

5 cannons

2 range

1 damage

You can upgrade your fort by buying these upgrades at Market Island. When you do, pay the costs as listed below and put a colored disc in your ship. This disc can be stolen by other players in the same way as spices. When they win a battle against your ship, they can decide to steal the disc instead of a spice. When you have taken your disc to your fort, you can put it back on Market Island and upgrade the corresponding property by moving the cube.

Costs for buying a fort upgrade at Market Island:

Cannon upgrade – 2 gold

Range upgrade – 5 gold

Damage upgrade – 3 gold

Players are now allowed to enter the home port of another player. When doing so, they can decide to attack the fort on this island in order to try to steal a spice. These rules apply for attacking or defending a home island:

When a player attacks a home island, the defending player can defend with its fort, but not with any ships also in range. Roll a D6 and add the number of cannons of the attacking ship and the defending fort as normal. If the attacker wins or ties, he steals a spice. If the defender wins, the fort deals damage equal to its damage value to the ship. The player who owns the fort can also choose to attack any ship in range when its their turn. If the fort has a range of 2 (and the ship always has a range of 1), and the ship is 2 spaces from the fort, the fort automatically wins the battle. If the ship is 1 square from the fort, the ship can defend itself and the battle works as described above. But this time, if the attacker loses (in this case the player controlling the fort), he takes 1 damage to his fort. The defender can't choose to steal a spice in this case. When the fort wins the battle, it deals its damage to the ship as usual. If the player controlling the fort also has ships in range, it can declare a separate battle to also fight the enemies' ship with its ship.

Players are safe for the pirates in their own home harbor (but not in another players' home harbor), but they can attack or defend other players when laying in their own home harbor. You are still not allowed to attack a ship that lays in its home harbor (but it can attack your ship when in range).

Forts on wild islands

During set-up, place two forts on the map. You can check out www.keepexploringgames.com/downloads for suggested setups. They will act as wild islands, but are guarded by a fort. No cards will ever be placed on these islands, and when playing with the other modules, no crew cards can be gotten from these islands, but settlements can be build here.

For basic rules for forts, please refer to the 'Forts on home island' sub-module. At the start of the game, place a cube on these values on the wild forts:

6 cannons

1 range

1 damage

At the start of the game, wild islands are owned by the pirates. They attack when you get in range, just like when you would get in range of a pirate ship. If you lose the battle, you take the forts damage to your ship (1 at the start of the game). When you win a battle against a wild fort, you take it over! Change the cannons value to 4 (regardless of what it was before) and place one of your fort ownage markers on the fort. You control the fort just like you control your home fort and you can attack other players when their ships are in range and it is your turn. You can also upgrade this fort as you can your home fort. You can temporarily store crates, gold or spices on an island with a fort, but you will lose the control over these goods when another player takes over the fort. Regarding wild forts, these rules also apply:

- If you attack a fort, even when its owned by the pirates, you win on a tie
- If you lose against a wild fort, you are allowed to finish your movement when possible
- A fort, even when owned by the pirates will only attack when you sail by it in your turn
- Your reward for winning a battle against a wild fort is always that you will reset the cannons to 4 and own the fort. If there are any spices or other goods on the island, you can take these with the load action as normal.

2. Events

This module uses these components:

- 10 event cards

Life on the high seas is quite adventurous and unpredictable, which is now represented by the new event cards.

During set-up, shuffle all event cards through the deck of trade cards. When using this module, add one card to each island that gets card(s). So if a suggested set-up from the core game tells you to place 2 cards on an island, you place 3 cards on the island when playing with the event module.

Some events are positive, others are negative. Some affect only the player who drew the card, others affect more or all players. When you draw an event card, immediately read it out loud and apply its effects. When you finish with dealing with the event, discard it in a separate discard pile. It will not be reshuffled into the deck when all islands run out of cards. After you draw and deal with an event, you always draw another card from that deck. If that is an event too, you deal with it and draw another card, until you draw a trade card (or a treasure card when playing with the treasure module) or the deck is empty.

Note: you are only safe in the harbor of a wild island when there is at least one card on the island. In the core game, you can always check the last trade card safely as you don't have to execute it. When playing with this module, when there is only one card left on an island you could draw an event you need to deal with, after which the island is empty and pirates or other players could attack you.

3. Crew

This module uses these components:

- 10 crew cards
- 20 wooden beads

When there are cards left on a wild island, locals are busy with trading and other things. Once a wild island becomes empty, locals get bored and might offer their services in exchange for gold.

During set-up, shuffle the 10 crew cards and make a face-down deck of these cards next to the game board.

When you are in the harbor of a wild island without any cards on it, you can see if there is someone on the island that offers any services you are interested in. Draw the top card from the crew deck and look at it. It shows the costs of hiring the crew member, as well as the services it provides. If you don't hire it, shuffle the card back in the crew deck. If you decide to hire it, pay the crew member with the gold you have on that ship (place it back in the general supply, you need to have this gold with you on that ship) and place the crew member in front of you. Place a crew marker on this card, and the same crew marker in the ship so that you know which of your ships the crew member is on. Its effects only affect the ship the crew member is on.

You can put a crew member on another ship when next to your other ship, or you can unload it in a harbor and pick it up with your other ship. There can be up to 2 crew members on one ship at any time. Players can't steal crew members from each other.

When a player's ship with (at least) one crew member on it is involved in a battle (with a pirate ship, another player's ship, or any fort when playing with the fort module), when the battle is resolved, roll a D6 for each crew member on your ship. If you roll a 1, your crew member has been killed in the battle. Shuffle the card back in the crew deck. Whenever you have to take a damage, instead of downgrading a property, you can also decide to kill a crew member on that ship. When you do, shuffle the card back into the crew deck.

4. Settlements

This module uses these components:

- 8 settlements

During set-up, hand each player its two settlements.

When there are cards left on a wild island, locals are busy with trading and other things. Once a wild island becomes empty, you can pay the locals to help produce goods.

As a new action, when you are in the harbor of a wild island without any cards on it, you can pay the locals 3 gold. When you do, place a settlement on the island. It has two functions:

- When you start your turn, after dealing with the pirates, you may place one crate on each of your settlements, with a maximum of 5 crates per settlement. If there already are 5 crates on a settlement, don't place another crate on it. You can pick-up these crates at any time. Other players cannot attack your settlement or steal any crates from it.
- You have protection from pirates and other players again at the harbor(s) at this island. You can't attack other players either when in any harbor on an island with your settlement.

5. Reefs

This module uses these components:

- 2 reefs

While some things that happen can't be predicted (as simulated by the event module), with the use of the maps you have, you know where the shallow reefs are located. However, you never know exactly how shallow these water are, and sometimes you really need to sail somewhere in order to avoid pirates or other countries' ships. Will the risk be worth getting stuck? That's up to you.

During set-up, place the two reefs on the board. You can check out www.keepexploringgames.com/downloads for suggested setups. For all purposes, a reef counts as a normal water square. However, any ship sailing over it needs to immediately roll a D6. On a 1 or 2, the ship gets stuck, and any movement left is void. Next turn, the ship needs to roll the D6 again. And when rolling a 1 or 2, it stays stuck. So only sail through a reef when you really need to!

There is also an upside to reefs, as pirates also can get stuck on a reef. The turn a pirate sails on a reef, it doesn't roll a die. Instead, it is too busy navigating, and will not attack any ships that might be in range. On the next turn, it does roll a D6, and on a 1 or 2, it remains stuck on the reef. As long as a pirate ship is on a reef tile, it won't attack anyone.

6. Treasures

This module uses these components:

- 6 treasure cards

Even though you are a honest merchant and definitely not a pirate, you do visit a lot of pirate invested harbors on your trip, and sometimes you hear about a burried treasure..

During set-up, shuffle all treasure cards through the deck of trade cards. When you draw a treasure card, you get the number of coins listed on it, without paying anything. You can choose to not grab the gold on it (yet), for example when it is the last card on a wild island and you do not wish to give up your protection from the pirates and other players.

Be sure to include the treasure module when you include the forts and/or crew modules.