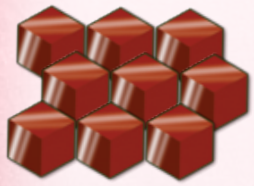
Tiny Epic Pirates™

Crimson Silver

Mini-Expansion by Scott Almes

Just when you thought the tides couldn't drag in anything stranger, from the misty horizon sail hulking fortresses afloat huge rafts. Their shoddy ramparts and crooked parapets are lashed together with whatever driftwood and flotsam that could be mustered. Don't let the junky state of these sea vessels fool you, for treasure be aboard: ***Crimson Silver****. But avast ye, scallywags, for pirates would kill for this blood-soaked booty...*



9 Crimson Silver Cubes



2 Floating Fortresses



6 Crew Cards



2 Solo Mats

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Mini-Expansion Setup

1. Place the **Crimson Silver Cubes** into a supply in reach of all players (not placed in the bag).
2. Place the **2 Floating Fortresses** onto the 2 corners of the *Sea* opposite the Merchant Ships.
3. Shuffle the **6 Crew Cards** into the Crew Card Deck of the base game.



New Resource: Crimson Silver

Crimson Silver is considered a ***wild* Booty**. When trading at the Market, it can be traded as any type of Booty you wish and with other Booty. When traded in, it is placed back into its supply and never into the Booty Bag.

Crew Ability Explanations



Storms do not Jostle you when sailing.

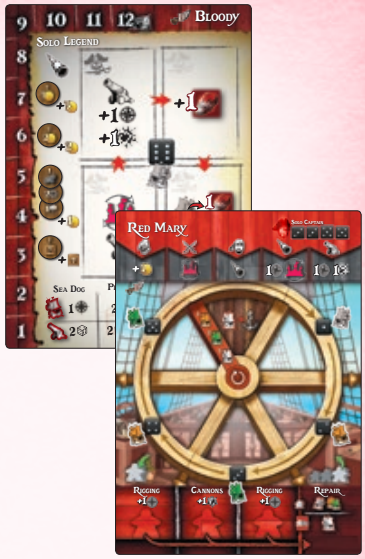


Immediately gain 1 Sure-fire Token. *No other ongoing ability*.



Reroll any 1 die, once per attack.

Solo Play



Any Solo Mat combination can be implemented with *Crimson Silver*. However the mats "Bloody" and "Red Mary" are especially designed for the mini-expansion and cannot be used without it.



Rotate **both Fortresses** 1 corner-Map Card clockwise.



Solo Plunder: If the Solo Pirate is on or orthogonally adjacent to a Map Card with a Fortress, it Plunders the Fortress, gaining 1 Crimson Silver. Afterward, the Fortress moves to the next clockwise corner as normal.



Solo Attack: If the Solo Pirate is unable to reach its target ship as shown on its Helm Mat, check to see if it can reach a Floating Fortress instead. If so, that will become the Solo Pirate's new target (see *Floating Fortress: Attack*).



Floating Fortress

If you're on a Map Card with a Fortress, when performing these actions you may instead choose this enhanced version:

Plunder: You gain 1 Crimson Silver.

Attack: You attack the Fortress as if it were a Merchant Ship. Its and rewards (Gold and Legend Level) matches the highest of the face-up Merchant Cards underneath the Market Mat. If you win, also **gain 1 Crimson Silver.**

Trade: You Trade ANY single type of Booty for its Market value.

Crew Up: Before taking a card, you may discard all 3 cards and replace them **for free**.

Search: You may gain the token from an adjacent orthogonal or diagonal Map Card.



At the end of a turn that you use a Fortress, it moves to the next clockwise corner Map Card. If there is already a Fortress there, then it skips to the next corner. This also triggers the **Navy** to sail as if the player just crossed the Ship Line. This can be in addition to normal Navy movement.