

Portsmouth

His Majesty's Naval Base

A game by Rick Holzgrafe
2-4 players — 60 minutes
Draft: Thursday, November 23, 2023

1810: Europe is at war, and only His Royal Majesty's matchless Navy prevents Napoleon from invading England! Career naval officers were in demand, but every ship also needed hands for the sails and the guns.

You are the Captain of a newly-commissioned ship of the line, anchored in Portsmouth Harbor, and you must make her ready for war before your Sailing Orders arrive. You must go into Portsmouth to recruit officers for your crew, and landsmen to man the guns, the sheets, and the spars. You will not only need the best officers, you will also have to train your landsmen until you have a crack crew. Your challenge: make history with the finest crew in the Navy!

Components

122 Cards (68 Officers, 46 Landsmen, 8 Town)

4 Recruitment Officer pawns, in player colors

4 Ship Boards, in player colors

4 double-sided Player Aids

1 Round Track and its marker token

Money, in British Pounds Sterling (£) (about £300 total is recommended)

30 black “marker” tokens

30 red “mutineer” tokens

This Rulebook

Setup

Give each player the Ship Board and Recruitment Officer pawn in their chosen color.

Separate the Officer cards, Landsmen cards, and Town cards into three decks. Find the two Mutiny cards from the Town deck and set them aside, then shuffle the three decks separately.

Draw 25 cards from the Officers deck and place them face-up in a 5x5 array in the middle of the table. This display is "Portsmouth". Set the remainder of the Officer deck face-down on the table next to Portsmouth. Place the two Mutiny cards face-down on top of the Officers deck, and then place the Town card deck face-down on top of the Officer card deck, to make one pile.

For each Officer in Portsmouth that displays a Landsman icon in its upper-right corner, draw a card from the Landsmen deck. Place the Landsman card under the Officer card with its "Landsman" side up, and offset so that the Specialty icon (if any) is visible. Then place the Landsmen deck next to the Officers deck, with the "Landsman" side up.

Select a start Player, and give them the Round Track and its pawn. Place the pawn on the "1" space of the Round Track. The Start Player is responsible for advancing the pawn on the Round Track at the start of each round after the first.

Give the second, third, and fourth players £1, £2, and £3 respectively. (The Start player gets no money.)

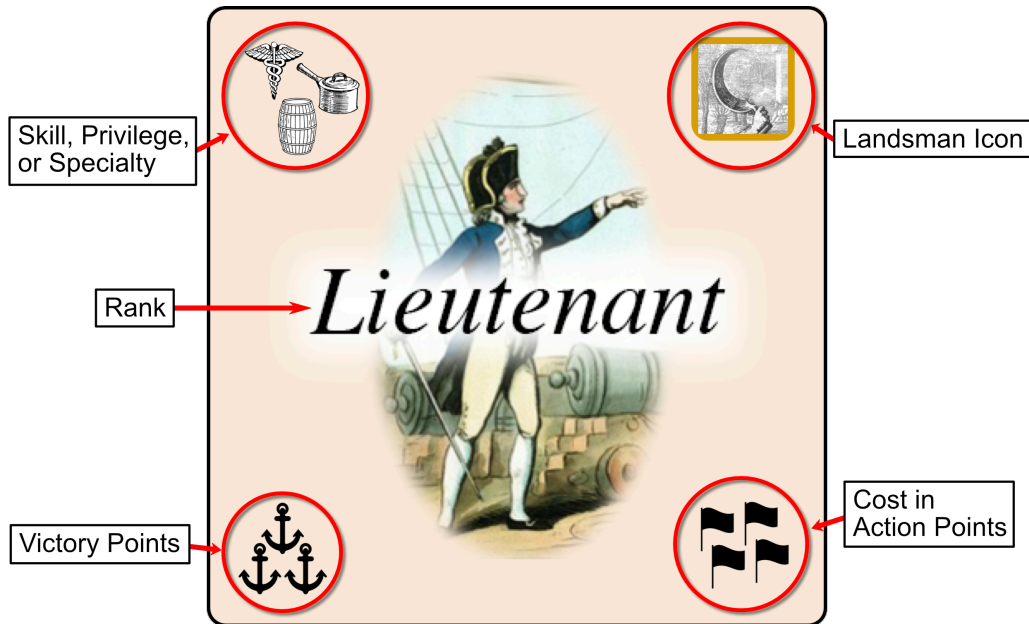


Portsmouth, ready to play.

About Crewmen

Crewmen are represented by the cards in the Officers and Landsmen decks. There are seven ranks for crewmen: five for Officers (Lieutenants, Midshipmen, Petty Officers, Corporals, and Marines) and two for Deckhands (Landsmen and Seamen).

Officers



Each Officer displays his rank on his card. This rank never changes. All Officers come from the Officers deck.

A sample Officer Card

Lieutenants are the highest-ranking officers under the Captain. Lieutenants have Skills, shown in the upper-left corner of their card. Skills offer the possibility of bonus scores at the end of the game. (See **Skills** on page 7 for the meaning of the Skill icons.)

Midshipmen are young men from wealthy or high-ranking families. They come with Privileges, shown in the upper-left corner of their card. Privileges can be used to gain advantages during play. (See **Privileges** on page 8 for the meaning of the Privilege icons.)

Petty Officers are the lowest officers on the ship. Each has a Specialty, shown in the upper-left corner of their card: surgeon, cooper, cook, gunner, carpenter, ropemaker, helmsman, or lookout. Recruiting Petty Officers with different Specialties adds bonuses to your score.

Marines and **Corporals** are army personnel, but they still come from the Officers deck and are treated as Officers. They do not have Skills, Privileges, or Specialties, and they do not come with Landsmen.

Landsmen and Seamen

Seamen are fully-trained deckhands. Some have Specialties, and those can be promoted to Petty Officer. **Landsmen** are untrained, and until they are trained, they are useless.

You acquire a Deckhand whenever you recruit an Officer that shows the Landsman icon. All Deckhands start out as Landsmen, but may eventually be promoted to Seaman or even Petty Officer. The current rank of a Deckhand is shown by its berth on your ship, and by whether it is showing its Landsman side or its Seaman side (see below).



The two sides of a Landsman card.

About Your Ship

Your ship has spaces, called *berths*, for crewmen. These are classified by rank, and only crewmen of matching rank may be placed in each berth. For example, only Lieutenants may be placed in Lieutenant berths.

There is one exception: Seamen with a unique Specialty (see below) may be placed in the Petty Officer berth with the matching Specialty.

The eight Petty Officer berths are each marked with a different Specialty icon. You may place any Petty Officer in any Petty Officer berth without regard to the Specialty icon on the berth or the card, but you will achieve higher scores by placing them in berths with matching specialties when you can.

A Deckhand's rank is shown by the berth he is in, and also by which side of the card is up. All Deckhands start as Landsmen and are initially placed in your Landsmen berth, with the Landsman side up. When a Landsman is promoted to Seaman, he is moved to the Seamen berth, and you should flip the card over to the Seaman side to show that it will add to your score at the end of the game.

Like Petty Officers, some Deckhands are marked with a Specialty icon, which is visible on either side of the card. A Seaman (not a Landsman) with a Specialty may be placed in a Petty Officer berth if you do not already have a Specialist of that kind in any other Petty Officer berth.


Berths for Lieutenants, Midshipmen, and Petty Officers can hold only one crewman each. This means that you may have at most 3 Lieutenants, 6 Midshipmen, and 8 Petty Officers.

The berths for Marines, Landsmen, and Seamen can each hold an unlimited number of crewmen.

Important: You may not discard crewmen! Once aboard your ship, no crewman may leave unless he is traded for a different crewman (see the Trade Privilege below), or unless he is a Landsman who mutinies (see Town Cards below).

Play

Players take turns in clockwise order. A round is one turn by each player, starting with the Start Player and ending with the player to the Start Player's right.

On your turn, you receive 5 Action Points to spend. (Action points are also called AP, and are symbolized ) All AP not spent by the end of your turn are lost. AP cannot be saved for use in later turns.

You take actions by spending AP. Actions may be taken in any order. Any action may be taken as many times as you wish in the same turn, if you are able to pay for it. If you wish to spend more than 5 AP for actions during your turn, you may purchase more AP at a cost of £1 per AP. You may spend any amount of money for AP that you can afford.

When you cannot or do not wish to spend more AP, replenish the Portsmouth layout as described below. Do this only after you have taken all the actions you intend to take for this turn. After you have begun replenishing Portsmouth, you may take no more actions in this turn.

Replenishing Portsmouth

When you recruit an Officer you take its card (and its accompanying Landsman card, if any) from Portsmouth, leaving an empty space. At the end of your turn you must refill all of the empty spaces in Portsmouth. You may not refill empty spaces until you have taken all your actions.

One at a time, draw a card from the Officer deck and use it to fill an empty space in Portsmouth, as explained below. For the first few turns, players will be drawing and placing Town cards, because Town cards start the game on top of the Officers deck. When all the Town cards have been placed, you will be drawing and placing Officer cards.

Place the drawn card in any empty space of your choice. If any pawns are in the chosen empty space, place the card underneath them. **Exception:** You may not place an Officer card under your own pawn. To fill an empty space under your pawn when you have drawn an Officer card, replace any Town card with the Officer card that you drew, and then place that Town card under your pawn. (The Town Card's effect is not triggered by this.)


If a drawn Officer card has a Landsman icon, also take the top card from the Landsmen deck and place it under the Officer card, Landsman side up and offset so that its Specialty icon (if any) can be seen.

Important: In the last round, immediately fill the empty space after purchasing any tile. Place the replacement card face-down without looking at it. Face-down cards may be stepped on but not purchased. Because they are placed immediately, replacement cards will always go under the active player's pawn. Players may not move Town cards during this round. When the active player's turn is complete, turn all face-down cards face-up, and put Landsmen cards under those that need them. Other players are now able to purchase these cards on their turn.



Summary: Replenish by drawing one card at a time from the Officer deck, and either placing it in an empty space, or if necessary replacing a Town card and moving the Town card to the empty space. You may not place an Officer card under your own pawn. Remember to put a Landsman card under each Officer card that has the Landsman icon.

Actions


Raise Money

You may collect money from the bank by spending 2  for £1.

Move Pawn

Move your pawn to an orthogonally-adjacent card in Portsmouth. Each such step costs 1 . Any number of pawns may be on the same card at the same time. Note: On your first turn, your pawn is not yet in Portsmouth. For your first move, pay 1  to place your pawn on any card on the outer edge of the Portsmouth display.

Recruit an Officer


If your pawn is on an Officer card, you may recruit that Officer by paying the recruitment cost (in ) shown on the card. **If any other pawns are on the card**, you must also pay £1 each to the owners of those pawns. Take the Officer (and its accompanying Landsman, if any) from under your pawn (leaving your pawn and any others on the now-empty space) and place the Officer in an empty berth on your ship matching its rank.

You must have a suitable empty berth to recruit an officer (excepting Marines and Corporals, because you may berth an unlimited number of those). If you do not have such a berth, or if you cannot afford to pay opponents who have pawns on the card, you may not recruit the officer.

If the recruited card has a Landsman card under it, also take the Landsman card and place it in your Landsmen berth with the Landsman side up. You may have any number of cards in your Landsmen berth.



If you recruit a Midshipman, also take £1 from the bank. (Each Midshipman card shows the **+£1** icon to remind you of this.) You may take the Midshipman's Privilege immediately (see **Privileges** below).

Train Your Crew

For 2  you may move *all* of your Landsmen to the Seamen berth. Remember to flip those cards over to show the Seaman side when you do this.

Reassigning Your Crew

Reassigning means changing which berths your Seamen and Petty Officers are in. Reassigning your crew is not an action, and does not cost any AP. You may freely reassign your crew at any time during the game, including just before final scoring.

A Seaman (not a Landsman) may be assigned to a Petty Officer berth. The only reason to do this is to fill that berth with a matching Specialty. A Seaman with a matching Specialty in a Petty Officer berth counts toward your **Petty Officer Specialties** scoring, but its own score is still the one  shown on its card, not the  shown on Petty Officer cards. (See **Scoring** below.)


If you later acquire a Petty Officer with the same Specialty, you may replace that Seaman with the Petty Officer, and move the Seaman back to the Seamen berth.

Skills

Lieutenants are the most experienced officers on the ship, except for the Captain (you!). Each Lieutenant has a special skill which may add to his victory points. There are two kinds of skill: *Navigator* and *Crack Crew*.



This icon designates a Navigator—a Lieutenant who has mastered the art of navigation at sea. Because a Navigator can teach the art to your other Lieutenants, he adds 2 victory

points () to the value of *each* of your Lieutenants. If you have more than one Navigator, their effects are added (for example, the total effect of having two Navigators in your crew is to add 4 victory points to each of your Lieutenants.)




This icon designates a Crack Crew—a Lieutenant who understands how specialists in your crew can work together at peak efficiency. If your crew includes Petty Officers who have the three specialty icons shown, this Lieutenant is worth 6 more victory points.


Privileges

Midshipmen were young men, typically from wealthy or influential families. Each Midshipman comes with a *privilege*. When you recruit a Midshipman, as part of that action you may choose to use the Midshipman's privilege.











If you cannot or choose not to use the privilege, simply place the Midshipman in an empty berth, as usual. That Midshipman will score at the end of the game. Your decision is permanent: you cannot choose to use the privilege later on. (**Exception:** the “Privilege” Town card allows you to use a Midshipman's privilege in a later action.)

If you choose to use the privilege, place a black marker over the score icons  on the Midshipman card. These “marked” (or “used”) Midshipmen will not score at the end of the game.

This is the order of events for recruiting a Midshipman:

1. Pay the recruiting cost (in ) . If you cannot pay, you may not recruit the Midshipman.
2. Place the Midshipman in an empty berth on your ship. If you do not have an empty Midshipman berth, you may not recruit the Midshipman. Also place the accompanying Landsman in your Landsmen berth as usual.
3. Take £1 from the bank. (In step 6 below, this money may be used to help pay for use of the privilege if necessary.)
4. Decide whether to use the privilege. If you decide not to use the privilege, your action is now complete. To use the privilege, continue with steps 5 and 6.
5. Place a marker on the score icons on the Midshipman card to show that you have used the privilege.
6. Use the privilege. (See the full descriptions of all Privileges on the next page.) When you have completed using the privilege, your action is complete.

List of Midshipman Privileges




	<p>Trade: Exchange one of your officers (Lieutenant, unmarked Midshipman, or Petty Officer) with an officer in Portsmouth. The officers must be of equal rank. You may not trade marked Midshipmen, nor Marines, Corporals, Landsmen or Seamen (even if the Seaman is in a Petty Officer berth).</p> <p>If the officer from Portsmouth has a Landsman underneath, leave the Landsman where it is and place the traded-away officer on the Landsman. If not, do not add a Landsman even if the officer traded-away has a Landsman icon.</p> <p>If you trade Midshipmen, you do not receive the £1 recruiting bonus but you may now choose to immediately use your new Midshipman's privilege. If your traded-away Midshipman was marked, discard its marker.</p>
	<p>£4: Take money from the bank until you have £4. (If you already have £4 or more, including the £1 recruiting bonus, do not take any money.)</p>
	<p>Recruit: Pay £2, then take one Officer (and its Landsman, if any) from Portsmouth. You may use the Midshipman's £1 recruitment bonus as part of the payment. If you cannot pay, then you cannot use the privilege.</p> <p>This privilege is identical to taking the Recruit action, except that your pawn does not have to be on the card, and you do not pay any . If you take a Midshipman, you may use its privilege as usual, except that you may not use a second Recruit privilege during this action. You also do not receive the second Midshipman's £1 recruitment bonus.</p>
	<p>Promote: Immediately promote all of your Landsmen to Seamen. Do not pay any . As usual, you may also reassign your crew if you wish.</p>
	<p>Captain's Gig: Move your pawn to any location in Portsmouth. Do not pay any . If you move to a Town card, immediately resolve its effect.</p>
	<p>Trainer: Pay £2, then place a black marker in the Trainer circle in the Scoring area on your Ship. (See Scoring below.) You may use the Midshipman's £1 recruitment bonus as part of the payment.</p> <p>You may have at most one Trainer. You may recruit more than one Midshipman who has this privilege, but you may use only one of them; the others must remain unused and will score their victory points  at the end of the game.</p>

Town Cards

When you step onto a Town card during a Move action, you must immediately resolve the text on the card. Only you (the active player) are affected, unless the text says otherwise (see **Mutiny**).

Important: You may use each Town card at most *once* in each turn. If you step onto a Town card again after having already used its effect in this turn, do not resolve it again.


Here is the full description of each card:

Title	Description
Mutiny	The player or players with the most Landsmen must each take one red Mutineer marker for each of their Landsmen, then discard all of their Landsmen. For example, if you have 3 Landsmen and no player has more than that, you must take 3 Mutineer markers, and discard your 3 Landsmen. Place discarded Landsmen back in the box; they are out of play. Place the Mutineer markers in your Captain's Purse area on your Ship. They will score negative points at the end of the game.
Aristocrats	Take £1 from the bank for each <i>unused</i> Midshipman on your ship, but no more than £3 total.
Privilege	You may choose to use the Privilege on one of your unused Midshipmen. If you do, you must pay any required cost (Recruit , Trainer). Mark the Midshipman as "used" with a black marker, as usual.
Patron	Take £1 from the bank.
Training	Promote all of your Landsmen to Seamen, exactly like the Train Your Crew action. Do not pay any  .
Grog	Pay 1 extra  to step onto this card.
Shortcut	This is a free move. Do not pay the usual 1  when you stop onto this card.

Sailing Orders: Ending the Game

The game ends after 8 rounds. After the end of the 8th round, proceed to Scoring.

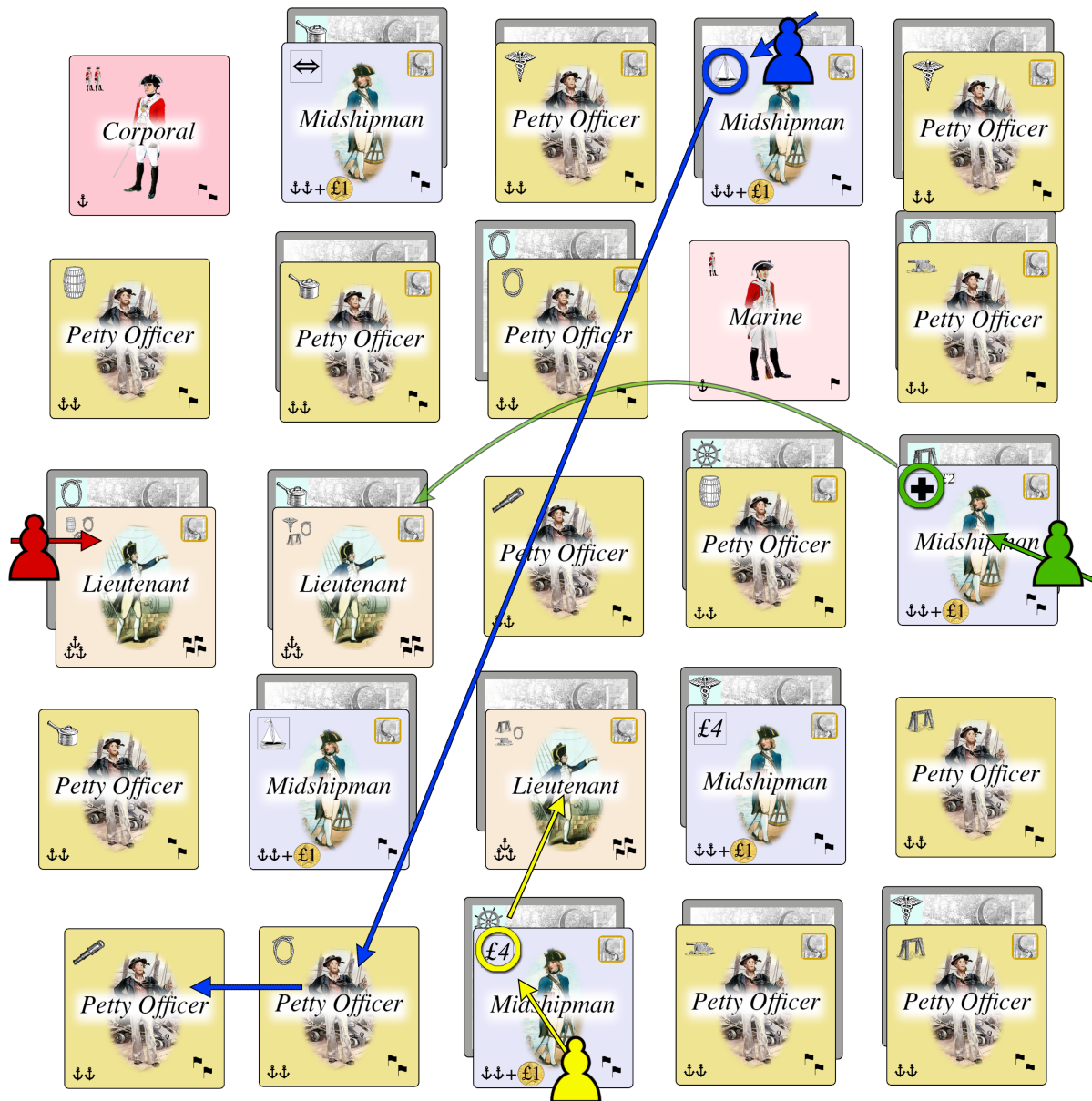
Scoring

Score each player's crew by following the numbered scoring items on each Ship board. Take points by taking money from the bank (for example, for a Petty Officer that scores , you would take £2 from the bank). Add this to any money you had left over at the end of the game. The total will be your score.




Scoring Marines: In case of ties, the tied players are all tied for the *lowest* position. For example, if three players each have 2 Marines and one has 1 Marine, then the three are tied for 3rd place and each takes 5, while the last player takes nothing.

Most points wins the game. If there is a tie, the tied players rejoice in a shared victory.

Example of Play



Portsmouth at the start of the game.

Red is the Start Player, and takes the first turn. Remember that on each player's first turn of the game, their first move is from off the board onto an edge tile of their choice. Red spends one  to move onto the Lieutenant on the west edge, and 4  to recruit the Lieutenant, which Red places in one of their Lieutenant berths on their ship board. The Lieutenant comes with a Landsman card, so Red must also take that card and place it in their Landsmen berth. Red has no more  to spend, so they are done. They replenish Portsmouth by drawing one card (which will

be a Town card) and placing it under the Red pawn to fill the empty space where the Lieutenant was.

Now it is Yellow's turn; remember that as second player, they start the game with £1. Yellow spends 1 ⚡ to move onto a Midshipman, and 2 ⚡ to recruit the Midshipman. Yellow immediately gets £1 from the bank for that. Yellow takes the Midshipman card and its Landsman card, and places them on their ship. Yellow then chooses to use the Midshipman's £4 Privilege, which gets them another £2 from the bank. (Yellow now has £4.) She places a black marker onto the card's ⚓ icons to show that its Privilege has been used; the Midshipman will not score points at the end of the game. Yellow still has 2 ⚡ left. Now they spend 1 ⚡ to move north onto the adjacent Lieutenant. Yellow now has 1 ⚡ and £4 left, so they spend £3 to purchase 3 more ⚡, then use their 4 ⚡ to recruit the Lieutenant, placing it and its Landsman card onto their ship. Yellow finishes this turn with 4 crewman on their ship: a Lieutenant, a (used) Midshipman, and two Landsmen. They also have £1 left to keep and perhaps use in later turns. Finally, Yellow replenishes Portsmouth by drawing two cards (which will both be Town cards) and placing them in the empty spaces.

Green begins their turn by spending 2 ⚡ to get £1 from the bank (the **Raise Cash** action). They then stop onto a Midshipman on the east edge for another 1 ⚡, and recruit that Midshipman for 2 ⚡. Green takes £1 from the bank for that (and now has £4), and places the Midshipman and Landsman cards on their ship. Green is out of action points, but is not finished with their **Recruit** action. Green chooses to use the Midshipman's ⚓ Privilege (also called **Recruit** but is a Privilege, not an action) to recruit the last Lieutenant on the board, along with its Landsman card. (Green does not move to the Lieutenant's space because the ⚓ Privilege does not move their pawn.) Green places a black marker on his Midshipman's ⚓ to show that it has been used. Use of this Privilege costs £2, so Green has now spent all their action points and has £2 left which they will keep for later. They replenish Portsmouth by drawing two Town cards and placing them on the empty spaces.

Finally it is Blue's turn. Blue steps onto a Midshipman on the north edge and recruits it and its Landsman, for 2 ⚡. Blue takes £1 from the bank and places the cards on their ship. Blue chooses to use the Midshipman's Privilege, and places a black marker on it. The privilege is **Captain's Gig** which enables them to move immediately to any other location in Portsmouth. Blue moves to a Petty Officer next to the southwest corner of Portsmouth. With their two remaining ⚡ they recruit the Petty Officer, which does not come with a Landsman card. Blue has no more ⚡ but they have £4. She spends £3 to purchase 3 ⚡ and spends them to move west onto the Petty Officer in the corner and recruit it. Blue is now done, and has £1 remaining. They replenish Portsmouth by drawing three cards to fill the three empty spaces. (These are the last three Town cards and include the two Mutiny cards. Blue is careful to place the two **Mutiny** cards well away from other players, although Blue has fewer Landsmen than Yellow or Green.)

After Blue's turn, the first round is over. Red moves the Round Marker to the Round 2 space on its track, and the players are ready to begin the next round.

On the next page is an illustration of Portsmouth at the end of Blue's turn.



*Portsmouth at the end of the first round.
All eight of the Town cards have been placed, filling the spaces left by recruiting.*