

Icon Reference

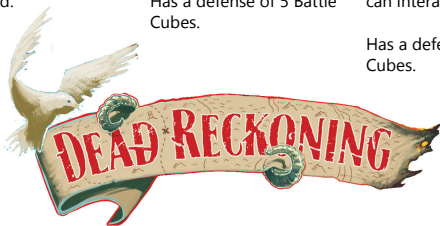
GAIN CARGO ON SHIP/DOCK	GAIN CARGO ON DOCK	GAIN CARGO ON SHIP	GAIN CARGO ON ISLAND	SPEND CARGO FROM SHIP/DOCK	SPEND CARGO FROM DOCK	SPEND CARGO FROM SHIP	SPEND CARGO + COIN FROM SHIP/DOCK	GAIN COIN ON DOCK
GAIN COIN ON SHIP	GAIN COIN ON ISLAND	GAIN CARGO + COIN ON ISLAND	GAIN COIN DURING SCORING	LOSE COIN DURING SCORING	ISLAND	DIFFERENT ISLANDS	HARBOR	SHIP
BASIC SHIP UPGRADE	ADVANCED SHIP UPGRADE	PRODUCE	REPAIR DAMAGE	DAMAGE	ATTACK FLAG	DRAW BONUS	DEFENSE CUBE	EXPLODING CUBE
PLACE INFLUENCE CUBE	PERMANENT INFLUENCE CUBE	NON-BUILDING BATTLES	BATTLE STRENGTH	CARGO + COIN HOLD CAPACITY	LETTER OF MARQUE	+/- FAVOR W/UNITED AVARIA	+/- FAVOR W/ PROUHAN EMIRATES	+/- FAVOR WITH ANY EMPIRE
PRIME CARGO	DRAGONFISH	BLACK PEARL	MOON SALT	GAIN A PRIME CARGO OF YOUR CHOICE	ADD A PRIME CARGO TO THE ISLAND	DISCOVER PRIME CARGO AT SHIP LOCATION	ADVANCEMENT TOP/MID/BOT	TOTAL CANNONS/WHEELS ON CARD

Achievements

	LEGENDARY Win 4 battles vs. ships (inc. merchants)		EXPERT SAILORS Have 3 Lvl. 4 cards. Place cubes to track.		TERROR OF THE SEA Sink another player's ship.		SETTLER Have 6 or more permanent influence cubes.		CAPITALIST Have 30 or more in your treasure chest. Must announce when gained.
	BUILDER Own 5 buildings. Not lost if buildings are lost.		EXPLORER Explore 5/4/3 spaces in a 2/3/4 player game. Place cubes to track.		ELITE VESSEL Have 4 Ship Upgrades (even if covered).		MASTER MERCHANT Return 12 from your Ship and/or Dock tile to the supply.		

Buildings

	OUTPOST Island produces +1 Coin (●) and +1 Cargo (●). Cannot be attacked.		FORT Only controller can interact with the island. Has a defense of 5 Battle Cubes.		GARRISON Whenever a non-controller enters this space, they take 1 Damage (●). Only controller can interact with the island. Has a defense of 2 Battle Cubes.
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Saga Content



Count as Encounters, but do not count towards the maximum 2 Advancements/Encounters for the turn. When added to the board, also draw another card and add it to that space. Repeat until one non-Fortune Encounter is added.

SAGA ITEM

Carry over from game to game. If you sink a Player's ship, you may steal 1 Saga Item from them. May be sold to players for any number of Cargo (●) and up to 5 Coins (●). Proceeds go directly to player's Dock/Chest.



See page 27 of **Letters of Marque**.

Wayward Covenant Reference

1. Claim Advancements

Claim advancements on spaces with white outline. Cannons (🔫) to "Pirate" pile, all others to "Merchantile" pile.
If Merchant ship, flip a coin.

- Heads = Front Side
- Tails = Back Side + add cube to **Legendary (👑)** Achievement. Do not gain WIN condition rewards.

Explore any board that is interacted with, adding Cubes to the **Explorer (🗺️)** Achievement as needed.

2. Place Influence Cubes

Add Influence cubes to indicated spaces, if there's an island. Check for control as normal.

If player has a **Garrison (👮)**, **Fort (🏰)**, or **Ship** present (in **Pirate mode**):

- Battle if number of Influence ≥ 2 . Cubes only placed if Covenant wins.
- Do not place cube if only 1 Influence

3. End Turn Position

Place the Covenant Ship in the orange space.

4. Conditional Effects

Perform these effects first, if present, then the Right-Side Effects detailed below.



Covenant attacks if the player has 3 or more damage (🔥).



Place 2 Influence cubes on an island that:

1. is **NOT** controlled by the Covenant,
 2. does **NOT** have a Player in Pirate mode there,
 3. and has at least 1 Cargo (📦) or Coin (🪙) on it
- Battle as in step 2 if player has a Garrison (👮) or Fort (🏰) present

5. End of turn

Covenant gains ALL Coins (🪙) and Cargo (📦) on islands it controls.

Convert Cargo (📦) to Coins (🪙) at a rate of 3 to 1.

Gain **Capitalist (💰)** Achievement if Covenant has ≥ 30 Coins (🪙).

Right-Side Effects



Gain that many Coins (🪙) from the supply.



Gain 1 Coin (🪙) for every 2 Merchantile (non-Cannon) Advancements.



Gain the indicated ship upgrade tile. Gain the **Elite Vessel (🚢/🚢)** Achievement once the 4th upgrade is gained.



Covenant repairs the indicated amount of damage (🔥).



Covenant places the given Building on the highest-value island it controls without that building. Break ties by number of Cargo (📦) + Coins (🪙) produced. Gain the **Builder (🏠/🏠)** Achievement if this is the 5th Building it controls.



Covenant gains (to its supply) the production of the highest-production island it controls.



Covenant adds a cube to the **Expert Sailors (🚢)** Achievement, if not claimed.

If there is a Merchant Ship on an Ocean board, AI defeats it (you choose if multiple)

Covenant defeats any one Merchant ship on the board and gains the Back Advancement. If it does, add a cube to the **Legendary (👑)** Achievement. **Do not** gain the "Win" condition rewards.

After end of turn, place 🪙 on the highest value island the AI controls.

Place indicated Cargo (📦) and/or Coins (🪙) on any one island Covenant controls. These stay on the island until the end of the Covenant's next turn before being added to their supply.



Covenant battles the player. If it shows "+X, ⚔️ this battle" then Covenant gets that many extra cubes. If it says "If not in Harbor", Covenant will NOT attack if the Player is in the Harbor.

Clarifications

Coins (🪙) and Cargo (📦)

Covenant gains Coins (🪙) and Cargo (📦) directly to its Dock.

All Cargo (📦) is **immediately** converted to Coins (🪙) at a rate of 3 to 1.

Covenant gains the **Capitalist (💰)** Achievement immediately upon having 30 Coins (🪙) on its Dock.

AI and Saga Content

Covenant ignores all **Fortune Encounters**.

Covenant **does not** flip over **Non-Merchant Ship** Encounters or **Saga Merchant Ship** Encounters. The go directly to the Merchantile pile.

Battles with the Covenant

Player may attack the Covenant's Ship and/or Buildings as normal.

Covenant Battles the player when:

- An Attack Flag (🚩) appears on the AI card
 - It places 2 or more Influence Cubes on in a space where the player is in Pirate Mode.
 - It attempts to place 2 or more Influence Cubes on an Island containing the player's Fort (🏰) or Garrison (👮).
- When multiple conditions are met, multiple battles may occur on the same turn.

Player Garrisons (👮) **only** Damage (🔥) the Covenant when they end their movement on the Garrison's space (or in battle).

Player gains 5 Coins (🪙) from The Covenant's Dock directly to its Treasure Chest if they sink the Covenant Ship.