

Anarea *Forty Factions* Faction Information Sheet

Tarot Card	Death (alternate version)		
Alleyman's Tarot Card:	Death (rebirth) (Page No. 17)		
No. & Name of Faction	100. <i>Pirates</i>		
Expansion	Promo Card		
Timeframe			
Alignment	N/C		
Politics	Militant	Category	Independents
Enemies	Navy		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Blackbeard, Bluebeard, Davy Jones, other Pirate Captains		
Location A	Pirate Cove	Area A	Variable
Location B		Area B	
Resources	Pirate Ships, Zombie Ships		
Circle		Forest	
Otherworld	The Pirate Seas	Domain	Chaos
Random Event	Rival Pirate Captains are fighting each other for control.		
Background	<p>Pirate crews have always preyed on ships in the Bay of Mafast and Southern Ocean. Most are individual ships, who tend not to survive for long – either because they have been sunk by armed merchant ships or the Navy, or because they have made a successful attack on a ship and disappeared with the treasure. But occasionally a group of Pirate ships with a strong or charismatic Captain survives for longer and becomes notorious. The open nature and flat coasts of the Grasslands and the vigilance of the Grassland Tribes makes it difficult for Pirates to remain hidden for long on their shores, and the Elves of Taur Galen are even more vigilant. It is rare, but not unknown, for Grasslanders (or even Elves) to make a deal with Pirates to turn a blind (or patched) eye to their activities for a cut of the proceeds. Most local Pirates therefore operate out of coves bordering the Dry Waste East of Tehmor or out of the Great</p>		

	<p>Swamp or further afield, though a few have the capability to sail in and out of the Otherworlds (in particular The Pirate Seas). Many merchant ships are well-armed and some engage Mercenary Marines to protect them from Pirates. The Navy of Tehmor mounts patrols to seek out and deal with Pirates, as do the Navies of Vavistor and Iklaron, in order to protect their trade routes. The Merchants Guild of Kuntax does not have a standing Navy, but charters private naval expeditions to deal with notorious Pirate Captains.</p>
<p>Notes</p>	<p>Gets one Location Pawn which is placed on a general Area of the Board to indicate the approximate location of the Pirate Cove (which is considered in that Area, but not necessarily at the exact point where the Pawn is placed). In the Base Game place it in the Environs along the coast to the West or East of Tehmor (the exact location may be off-Board). In Sacred Circles it may be placed anywhere along the coast of the Grasslands or Desert (but will not count for VPs). In Doorways to Dreams it may be in the Otherworld (and will count for VPs in the Hall of Mirrors), out of which the Pirates may attack. Specify privately to the DM exactly where the Pirate Cove is. You may move the Pirate Cove each Game Turn if you so specify in the Role-Playing Phase. This Card may be Played as a Plot as well as a Faction. The Player who has Activated the Faction may play it as a Plot each Plot Phase without having to discard it when played (except as stated below). The Plot is "Pirate Attack: Specify an Activated Faction (which should preferably be a Merchant and may not be controlled by you) which must run a ship(s) to a destination specified by you. The Pirates may attack it on the way out and/or on its return. Deals may be made for the Faction running the ship(s) to be in collaboration with the Pirates (for in-character reasons). This Plot may be played outside Tehmor (even in the Base Game)." The Pirate Faction earns Role-playing VPs for making successful attacks on ships. If all the Pirate ships in the attack are sunk or captured on two successive Game Turns or the Pirate Cove is successfully raided by other Factions, the Pirates card is discarded.</p>