

Action Points and Movement /
Aktionspunkte und Bewegung /
Points d'actions et mouvement /
Punti Azione e Movimento

Port Arrival Sequence / Anlegemanöver im Hafen /
Séquence d'arrivée au port / Sequenza di Arrivo in Porto

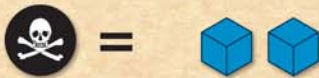
1 Action Point:
Draw an Action card



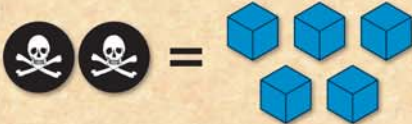
1 Action Point:
Play an Action card



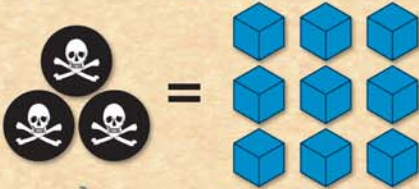
1 Action Point:
Take 2 Wind Cubes



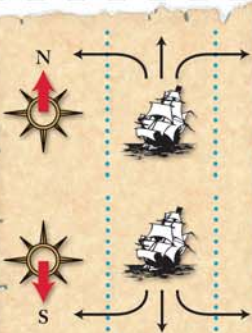
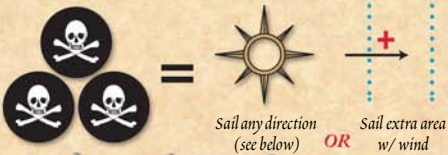
2 Action Points:
Take 5 Wind Cubes



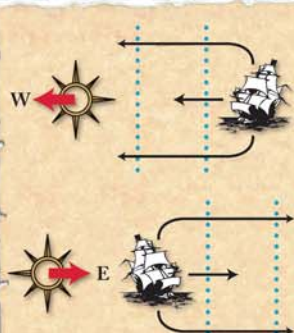
3 Action Points:
Take 9 Wind Cubes



3 Action Points:
Gust of Wind



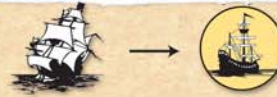
N/S = same or adjacent area in direction of wind



W/E = must move 1 or 2 areas with the wind



Set aside your Action cards



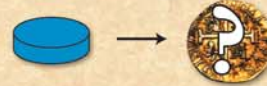
Move your ship to the port



Take the VP tile for the port



Take Crew, Weapons, Provisions and/or draw a Buried Treasure card as indicated by the tile



Score the number of VP indicated on the tile



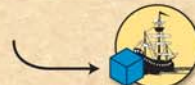
Add the VP tile to the left of the Rotation Bar and put the rightmost tile next to the port



Plunder another player's ship in this port, **if possible**



Locate Buried Treasure and score the card, **if applicable**



Gain reputation in this port, **if eligible**



Score a Port Reputation Bonus for gaining reputation in the third port of an area, **if applicable**



Pick up your Action cards