

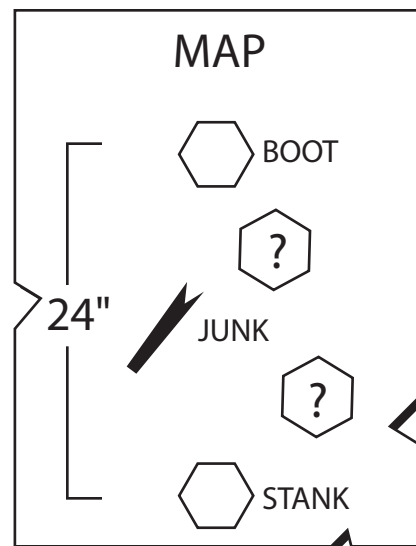
# Rescue Mission!!!

9/26/05 - For 3-5 Players

**Synopsis:** It has been so long since Captain Loveless Stank's last bath, no one will play Checkers with him anymore. It seems the loneliness has made him crack and go pirate. He has kidnapped Governor Mason from Boot Island, and is forcing the poor ol' boy to play on his smelly Stank Island. The Governor **MUST** be rescued! But Cpt. Stank and his new Pirate Cronies will stop at nothing to prevent Governor Mason from reaching freedom.

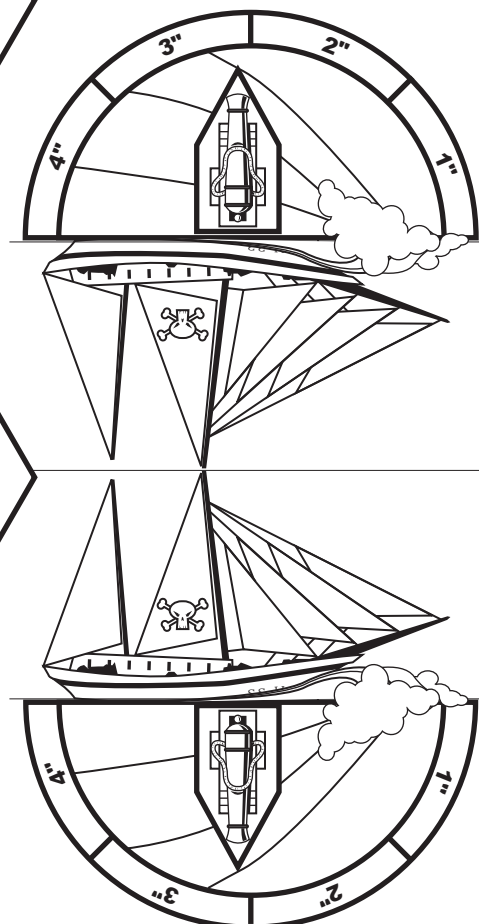
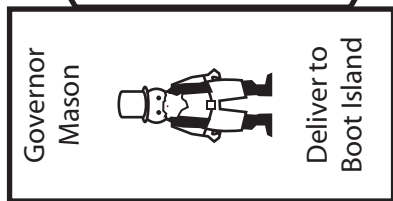
**Objective:** Sail to Stank Island and pick up the Governor Mason Special Cargo. Then, deliver him to Boot Island to win. If all of the players are sunk or if time runs out (45 minutes should be fine) before this can be done, the pirates win.




**Placement:** One player should control Stank and his lackeys. The others place their ships at Boot Island at the beginning of their turn. Place Stank and two pirates (larger games require more pirates) at Stank Island. The space in between should be cluttered with junk or other Islands. Note: Players do not take a Special Cargo on their first turn; this is not an economic game.



**Reward:** Doubloons are given as follows:

- 5 Doubloons - to each player who sinks a Pirate Lackey
- 10 Doubloons - to the player who sinks Captain Loveless Stank
- 10 Doubloons - to the player who returns Governor Mason to Boot Island.
- 15 Doubloons - to each player at the end if they win.



Captain Loveless Stank 	
Special	6"
When Cpt. Stank boards a ship, he map <b>grab</b> it instead of looting it. A ship that has been <b>grabbed</b> cannot move or turn until Cpt. Stank does.	6"
 M. CANNON RANGE = 4" HIT on 7	5"
 M. CANNON RANGE = 4" HIT on 7	4"
CARGO 3	3"
<b>SUNK</b>	