

# 1672: The Lost Crew

Number of  
Players



1

Player Ages



12+

Time to Play



30 minutes

A Solitaire map-building, story-telling, and survival game on one page

by Mike Heim 2016 v1121

*You and three fellow sailors are all that's left of a reckless attempt to chart the southern islands of the Pacific. Three weeks after a storm dashed your ship against some shoals, you have build a questionable sloop from the remains of the caravel. You now think you're ready to sail to the Indies, and return to civilization. However, you're in uncharted waters and have heard rumors of cannibal tribes on the islands around here.*



## Set Up

Besides this Rules PDF and Player Sheet PDF, you will need

\*6 six-sided dice (Four to track your resources at the top of the Player Sheet, 2 for rolling)

\*Pencil and Eraser

\*10 cubes or small beads (1 for Weather and 9 for Island Resources)

\*Green and Blue Colored Pencils (for coloring islands and the seas)

\*Four small coins (to represent your crew)

\*Notepaper (optional for the Journaling Phase)

- 1) Color your Starting Island light green and its surrounding waters (including the adjacent hexes) light blue.
- 2) Place three of the dice (with the 6 side up) in the first four Tracking boxes at the top of the Player Sheet (Hull, Water, and Food). Save one die for Wood. You do not have any at the beginning of the game but will need a die to track it later. None of four tracking boxes can exceed 6. Excess supplies are discarded.
- 3) Color your starting Island in the lower right corner of the hex map light Green and then color its surrounding waters (including the adjacent hexes) light blue.
- 4) Place the four coins, heads up on the sailor silhouettes at the bottom right of the Player Sheet. The tails side of the coin will represent a WOUNDED Sailor. (Whenever that sailor is wounded, you flip the coin to the tails side. Flip the coin to the heads side once healed.) You will assign these sailors to duties in Phase 1.
- 5) Place a cube/bead on the **Fair Winds** box in Phase 11. You will move this cube as the weather changes.

Now you're ready to play! Good luck.

## How to Win

Move your sloop from the starting island hex in the southwest to any of the exit hexes in the northeast. (right to left on the Player Sheet).

## How to Lose

Lose all of your sailors, lose all of the hull on your ship, or get carried off the map. *Wounds* are generic and it's up to the player to visualize the wound affect, whether it's a gash, fever, heat stroke, or any other malady that fits the circumstance. A sailor perishes if he receives another wound while currently wounded.

## Scoring

Win or lose, you score 1 point for each hex you mapped by the end of the game.

If you win, you also gain a winning bonus equal to the current number of islands explored.

## Turn Order

Each day is represented by a turn consisting of many phases. You will assign sailors, roll dice to determine the events, track supplies and progress with other dice, sketch seas and islands, and trace your movement toward the winning hexes.

Good Luck!

☺ (Whenever you see this symbol, it means a Sailor can or must be assigned.)

☠ (Whenever you see this symbol, it means that a Wound is possible during this phase)

⚓ (Whenever you see this symbol, it means Sailors can only be assigned if you are in a hex with an island)

## Turn Order

- 1-Assign Sailors
- 2-Rest
- 3-Repair
- 4-Hex Movement
- 5-Scan Horizon
- 6-Collect Island Resources
- 7-Native Contact
- 8-Drink Water
- 9-Eat Food
- 10-Sloop Accident
- 11-Weather

## Phase 1 – Assign Crew

*There's so much work but there aren't enough of us to get it all done. It feels like we're constantly in triage mode.*

Place the four sailor coins in any of the appropriate tasks.

Some tasks can only be performed while in an island hex. Tasks are limited to a number of Sailors equal to the number of it's cube spots. For instance, Rest has 4 cube spots so it can accommodate 4 sailors, while Repair only has one cube spot so no more than one Sailor can be assigned there. Once assigned, the tasks are resolved in the following order:



## Phase 2 – Rest ☺☺☺☺

All wounded sailors must rest and cannot be assigned to any other tasks this turn. You may remove a wound by giving a sailor one ration of water during this rest phase, but he still cannot perform any other actions.



## Phase 3 – Repair ☺

Change Lumber into Hull (Remember that Hull can never exceed 6).



## Phase 4 – Movement ☺☺☺

*I'm amazed that this wooden anathema is still floating.*

There are three assignments in this Phase; Movement, Tacking, and Anchorage.

You must use Movement to control your ship, otherwise it just sits in the hex (except during Storm).

Tacking complements Movement is required to navigate in certain weather conditions.



Anchorage is an alternate to movement used to negate the effects of a Storm if you are in an island hex.

If current weather is **Fair Weather** you must place a Sailor in Movement to move up to 2 hexes. If not, you are uncontrolled.  
 If current weather is **Headwind** you may move up to 1 hex if a Sailor is also assigned to Tacking. If not, return to the hex you just left during this phase.  
 If current weather is **Doldrums** you may not move.  
 If current weather is **Rain** you may move up to 1 hex if a sailor is also assigned to Tacking. If not, you are uncontrolled.  
 Assigning a Sailor to Anchorage while in the same hex of an island cancels the affect of **Storm**. Otherwise:  
 If current weather is **Storm** you are uncontrolled. Also, take one Hull damage if you do not have a sailor assigned to movement, and take another Hull damage if you do not have a Sailor assigned to Tacking.  
 If Sailors are assigned to both Movement and Tacking, take 1 Hull damage.

**Uncontrolled** sloop will move to a random hex (use the hex chart to the left of Weather Watch).

If you end your movement in a hex with a new island, roll 1d6 to determine what's on the island. If it's a Medium Island, add 1 to your result. If it's a Large island add 3 to your result.

- 1-2 = 3 Water
- 3 = 3 Water, 1 Wood
- 4 = 3 Water, 1 Wood, 1 Food
- 5 = 3 Water, 2 Wood, 2 Food
- 6 = 4 Water, 2 Wood, 2 Food, Natives
- 7 = ∞Water, 2 Wood, 2 Food, Natives
- 8+ = ∞Water, ∞Wood, ∞Food, Natives

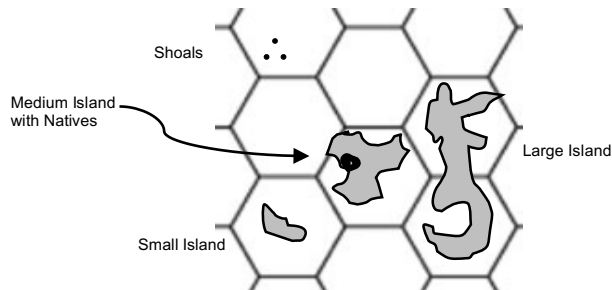
Place these resources on the island spot on the Player Sheet. As you collect them, remove the beads/cubes from the island.



**Phase 5 – Scan Horizon ☺☺**

Roll 2d6 for each empty/uncolored adjacent space. Add 1 to your scores if you have 2 Sailors assigned to Scan Horizon. Color in each space as you scan it.

- 2-8 Seas
- 9 Shoals
- 10 Small Island
- 11 Medium Island
- 12 Large Island (occupies 2 hexes, the one spotted and one in direction of wind).



**Phase 6 – Gather Island Resources 🔄☺☺☺**

Gain 1 of any available resource per assigned Sailor if on an island.

Once you leave the island, you may not return to reharvest.

**Phase 7 – Native Encounter ⚡**

*What do they want this time? This can go wrong so fast. Everybody, stay calm and alert.*

You can use Goods to alter your roll +1. Goods are taken directly from your sloop to awe the natives (crenelations, carvings, rope...). You must take 1 hull damage per Good used. Once you have decided if you'll use Goods, roll 1d6 and consult the table below.

- 1=Take a Wound and roll again
- 2=Natives are **Hostile**. You must leave the island at the end of this turn.
- 3=Natives **Ignore** you. You may continue to gather resources next turn.
- 4=Natives are **Friendly**. They donate one of your choice; Water, Food, or Wood.
- 5=Natives are **Helpful**. They will give a one-time donation of each resource.
- 6+=Natives **Revere** you. They will fill your Water, Food, and Wood to 6 each.



**Phase 8– Drink Water ☺⚡**

*This is the most enjoyable part of my day. I dream of a day when I can drink again until I'm full.*

If the weather is anything other than Rain or Storm consume 1 Water. If you have no water to lose, assign a wound to a sailor.



**Phase 9– Eat Food ☺⚡**

*My teeth and gums ache. I'm in so much pain but I know I have to keep eating.*

If you do not have a Sailor assigned to Fish, consume one Food. If you have 0 food at the beginning of this phase, assign a wound to a sailor. You cannot fish during a Storm.



**Phase 10 – Sloop Accident ⚡**

*I can bail this water for only so long. My shoulder's feel like they're are on fire.*

Roll 1d6. If it's equal to or greater than the current Sloop Hull rating, take 1 Wound. If you have 0 Sloop Hull at the beginning of this phase, you lose the game.

**Phase 11 – Weather and Wind ☺**

*I see dark clouds in the distance but are unsure of their direction.*

Each turn during this phase, roll 1d6 to determine next turn's weather. If you assign a Sailor to watch the weather, you might be able to spot a storm coming early and avoid it. Reroll the Storm result once. If you roll (1) Storm again on the second roll, or (6) No Change, you must face the Storm anyway.

1	2	3	4	5	6
Storm	Doldrums	Rain	Headwind	Fair Weather	No Change

Storm affects Phase 4 Movement, Phase 8 Drink Water, and Phase 9 Eat Food  
 Rain affects Phase 4 Movement and Phase 8 Drink Water.  
 Fair Weather, Doldrums, and Headwind affect Phase 4 Movement.

**Turn Order**

- 1-Assign Sailors
- 2-Rest
- 3-Repair
- 4-Hex Movement
- 5-Scan Horizon
- 6-Collect Island Resources
- 7-Native Contact
- 8-Drink Water
- 9-Eat Food
- 10-Sloop Accident
- 11-Weather

**8 - Water**

Lose 1 Water unless Rain or Storm

**2 - Rest**

Wounded Sailors can only Rest. You may choose to use 1 Water to recover (clear all wounds off all resting Sailors.)

**9 - Food**

Lose 1 Food unless Fishing. Cannot Fish in Storm

**10 - Fish**

**7 - Native Encounter**

**7 - Native Encounter**

Roll 1d6. You may give one piece of your ship to add a +1 before the roll:  
 1 = Wound (roll again)  
 2 = Hostile  
 3 = Ignored  
 4 = Friendly  
 5 = Helpful  
 6+ = Reversed

**5 - Scan Horizon**

Roll on the Table below for each adjacent unmapped hex. Gain a +1 when you have 2 Sailors assigned here.  
 2-8 = Sea  
 9 = Shoals  
 10 = Small Island  
 11 = Medium Island  
 12 = Large island

**10 - Sloop Accident**

Roll 1d6. Gain 1 Wound if result is equal or less than current Hull.

**3 - Repair**

Turn Lumber into Hull.

**Lumber**

**4 - Movement**

**Tacking**

**Anchorage**

If current weather is **Fair Weather** you must place a Sailor in Movement to move up to 2 hexes. If not, you are uncontrolled.  
 If current weather is **Headwind** you may move up to 1 hex if a Sailor is also assigned to Tacking. If not, return to the hex you just left during this phase.  
 If current weather is **Doldrums** you may not move.  
 If current weather is **Rain** you may move up to 1 hex if a sailor is also assigned to Tacking. If not, you are uncontrolled.  
 If current weather is **Storm** you are uncontrolled.  
 Also, take one Hull damage if you do not have a sailor assigned to movement, and take another Hull damage if you do not have a Sailor assigned to Tacking.  
 If Sailors are assigned to both Movement and Tacking, take 1 Hull damage.  
**Uncontrolled** sloop will move to a random hex (use the hex chart to the left of Weather Watch).

**11 - Weather Watch (for next turn)**

Roll 1d6. If a Sailor is assigned, you may reroll the Storm result once, but if you reroll a 1 or a 6 you do not avoid the Storm.

1	2	3	4	5	6
<b>Storm</b> 	<b>Doldrums</b> 	<b>Rain</b> 	<b>Headwind</b> 	<b>Fair Weather</b> 	<b>No Change</b>



**1672 - The Last Crew**

V1121

**Number of Players** 1  
**Player Ages** 12+  
**Time to Play** 30

