

A young boy with short brown hair, wearing a green tunic and a white cape, stands in a heroic pose. He holds a glowing blue sword upright in his right hand. The scene is framed by an ornate, dark purple border with intricate scrollwork and floral patterns. The background behind the boy is a soft, hazy landscape with mountains and trees.

# Neverland's Legacy

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## Playing as the Pirates

These pages of the rulebook are still under development.

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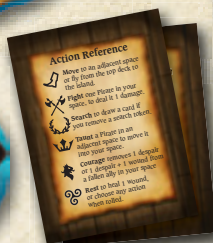
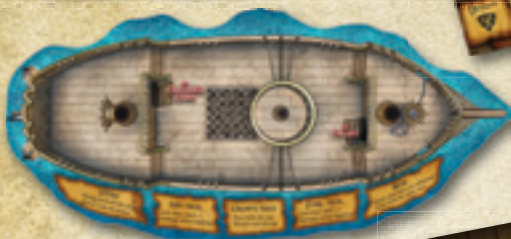
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# COMPONENTS



This Rulebook

Search Deck (40 cards)

Threat Deck (20 cards)

Character/Enemy Sheets x8\*

Character Standees x8\*

Action Reference Card x4

Pirate Ship / Neverland Islands x3

Pirate Ship / Neverland Homebase

Stones of Chance x4

Plastic Standee Base x5

\*4 Lost Boys and 4 Pirates

Tokens:

- Destiny x4
- Wounds x16
- Despair x16
- Generic Pirates x24
- Generic Lost Boys x24
- Search x16
- Hostages x4
- Metal Pirate Coins x12



## TWO GAMES IN ONE

For the first time in the Legacy Series, players can choose which side to play as - either the Lost Boys rescuing hostages from the pirate ship, or as Pirates raiding the island to capture Lost Boys.

Many of the components in Neverland's Legacy are double-sided. One side is used when playing as the Lost Boys, and the reverse is used when playing as the Pirates. Characters have a player sheet on one side, and an enemy sheet on the reverse. However, many tokens such as wounds, despair, and destiny are used in both game modes for the same or very similar purposes.

For your first game, we suggest playing as the Lost Boys, and rescuing hostages from the pirates.

## PLAYING AS THE LOST BOYS

Each player controls a member of the Lost Boys or one of their allies, and must work together to rescue Wendy's siblings (John and Michael Darling) and other Lost Boys from the Pirate ship. On their turns, players move around the ship, battle pirates, and search compartments for hostages and pirate loot.

At the end of each player's turn, a Threat card is drawn to determine which pirates react, and where new pirates and search opportunities appear on the ship.

## LOST BOYS OBJECTIVE

Rescue all of the hostages (John Darling, Michael Darling, and The Twins) from the Pirate ship. Players lose immediately if any of the following occur before all hostages are rescued:

- The Search deck runs out.
- A hostage is defeated.
- All players have fallen (have no wounds left)

The rules for playing as the Lost Boys appear on pages 5-16



## PLAYING AS THE PIRATES

Each player controls a member of the Pirate crew, and must work together to locate the Lost Boys hideout, capture Wendy's Siblings, and return them to the ship using the rowboat. On their turns, players move around the island, battle Lost Boys and their allies, search for the hideout and pirate loot, and capture their targets.

At the end of each player's turn, a Threat card is drawn to determine which enemies react, and where new enemies and search opportunities appear on the island.

## PIRATE OBJECTIVE

Find the Lost Boys hideout and capture Wendy's siblings and the twins. Players lose immediately if any of the following occur before all of these capture targets are returned to the Pirate ship:

- The Search deck runs out.
- A capture target escapes.
- All players have fallen (have no wounds left)

These pages of the rulebook are still under development.



# LOST BOYS SETUP

- 1 Arrange pirate ship and island board in the center of the table.
- 2 Each player chooses character, taking that character's sheet (using the Lost Boys player side, not enemy side), matching character standee, a destiny token, and an action reference card.
- 3 Place the Stones of Chance, pirate, search, wound, despair, pirate coin tokens within reach of all players.
- 4 Shuffle the Threat Deck and draw 4 threat cards (regardless of the number of players) and place Pirates and Search tokens in the spaces listed. The colour of each threat card shows you which colour of pirate to place.
- 5 Prepare the Search Deck depending on the number of players, to ensure the hostages aren't discovered too early or late:
  - a. Return all cards that have icons for more players than are currently playing to the box. They will not be used.  
(For a 2-player game, return all 3p and 4p icons)  
(For a 3-player game, return all 4p icons)
  - b. Set aside the hostage cards (you will have one per player); they will be added in later.
  - c. Shuffle the remaining cards and deal two piles: one with 8 cards, the other with 4.
  - d. Insert the Hostages you set aside in step b into the rest of the cards, shuffle, then stack those cards on top of the 8-card pile. Finally, place the 4-card pile on top, so that the deck looks like the diagram on the following page.





## THE PLAY AREA

The play area is comprised of four punchboards: A small board for the islands of Neverland, and three larger boards representing the various decks of the Pirate Ship.

The Pirate ship is represented in cross-section, as three decks connected by stairs. Each deck is divided into 2-5 spaces, using the features of the artwork, and marked by the parchment scraps along the bottom of each board. Each space of the pirate ship also has a bonus effect, which the Lost Boys may use if they control the space (by having more Lost Boys than Pirates there).

The small Neverland board is a single space, which is used as the starting location and home base for the Lost Boys. Hostages must be flown here from the ship to be rescued.





# CHARACTERS

Each of the Lost Boys and their allies are represented by a character sheet and a matching standee. The character sheet is used to track your destiny, wounds, despair, and each has a unique special ability. The back of each character sheet is referred to as the Enemy sheet, and is used when playing as the Pirates in the alternate game mode.



## WOUNDS



When your character suffers damage from a Pirate, place a wound token on one of the crosses at the bottom of the character sheet. If you cannot place a wound token because there are no free crosses, your character has fallen, and must be rescued by an ally.



## DESPAIR AND STONES OF CHANCE

As the Lost Boys begin to realize the grim odds they face, their behavior becomes more erratic. At the start of a player's turn, they must make a Morale Check by rolling a Stone of Chance for each Despair token on their character sheet. The result of the roll determines which actions they must perform that turn – whether those actions are useful or not!



## DESTINY

Each player begins the game with one or more destiny tokens. These can be spent to help mitigate bad situations that result from threat card draws and enemy activations.



# PIRATE ENEMIES AND THREATS

Pirates and Threats come in three colours, each with a special ability; Red pirates attack twice, Blue pirates take 2 wounds to defeat, and Yellow pirates attack from a distance.

At the end of each player's turn, they must draw a Threat card to see which colour of pirates react to their actions. After all pirates of the threat colour have moved or attacked, new pirates of that colour and new search tokens are discovered and placed on specific spaces.



# SEARCH TOKENS AND DECK

The hostages are hidden somewhere on the ship, but the Lost Boys don't know where. When a space contains a Search token, a Lost Boy can use the Search action to remove it and draw a Search card to uncover what's there.



In addition to the hostages, the search deck contains Fairy Dust (needed to fly found hostages off the ship), various items that can be traded on the Neverland islands for benefit, and a few sleeping Pirates - a nasty surprise!

Be careful! If Pirates are left alone with Search tokens in their spaces, they can also discard cards from the Search deck when activated. This may cause Hostages to be found in dangerous locations, or cause important items to be lost.



# PLAYING THE GAME

Players place their characters on the top deck of the ship, in any of the five spaces (Bow, Fore Deck, Crow's Nest, Mid Deck, Stern). Choose a player to go first. On your turn, you must perform the following three phases in order: Morale, Actions, Threat. When you're done, play proceeds clockwise around the table.

## 1) MORALE CHECK

At the start of your character's turn, you must check your morale. For each despair token you have received (1-4), you must roll a stone of chance. Each stone will replace one of your action choices with a **Mandatory Action** that matches the symbol rolled (see below). Each action that is not replaced by the result of a Stone of Chance is called a **Chosen Action**.

## 2) PERFORM ACTIONS

A player has 4 actions on their turn. Chosen Actions and Mandatory Actions can be resolved in any order, and each type of action can be performed any number of times. For each Chosen Action a player may select any action from the list below, or pass. Mandatory Actions must be performed; they cannot be passed.



### Move

Several kinds of movement are possible, depending on where characters are. However, If you move **into** a space that contains pirates, you cannot perform any more move actions this turn. Each move action may:



- Move to an adjacent space on the same ship deck
- Move between two spaces on different decks of the ship using the stairs
- Fly between the top deck of the ship and the islands
- Fly a Hostage (that has Fairy Dust) to the island

Moving may also change who controls which parts of the ship. See **Controlling the Ship**, page 15.





### Fight

Choose a Generic pirate in your space to suffer a wound, or choose a Named pirate in your space and roll a Stone of Chance. On a  or  result, the named Pirate suffers a wound. If a pirate has no wounds remaining, it is defeated and removed from the board. Normally, only Blue Generic pirates and Named pirates have more than one wound.



### Search

You can only search if there are no pirates in your space. Remove 1 Search token in your space to draw a card from the Search deck. Some cards have effects when drawn.



### Taunt

Choose a Pirate in an adjacent space (including spaces connected by stairs) and move it into your space.



### Courage

Remove 1 despair token from your character, **OR** Remove 1 wound and 1 despair from a fallen character in your space; they are no longer fallen.



### Rest

Heal 1 wound. If this action rolled on a Stone of Chance, you may either Heal 1 wound, or choose any other action.





### 3) DRAW THREAT

After a player has performed all of their actions, they must draw 1 threat card, and resolve the following steps.

#### A) Activate Pirates

All pirates in play (on all ship decks) that match the colour of the threat card activate. Each Generic Pirate follows the priorities list on the following page. Named Pirates also activate if they match the threat colour (some have several colours), but each one has unique priorities described on their Enemy sheet. It is possible there are no pirates in play matching the threat colour. In that case, skip this step.

#### B) Discover New Threats

After all pirates of the threat colour have activated (if any), Add new pirates and search tokens to the spaces listed. Discovered pirates are always the same colour as the card's Threat. If there aren't enough Pirate or Search tokens to place, nothing happens.

After completing these three phases, play proceeds clockwise around the table.

## PIRATE ABILITIES

Each colour of Generic Pirate has a special ability:



**Red:** A swashbuckler carrying two swords.

These aggressive pirates attack twice, causing a total of 2 wounds (and 2 despair).



**Blue:** An oversized, hearty pirate. Blue pirates take 2 wounds to defeat. If a Blue Pirate doesn't suffer 2 wounds at the same time, they survive.



**Yellow:** A sniper carrying a pistol. Yellow pirates will attack the nearest hostage or player anywhere on their deck, not just in their space.



# PIRATE PRIORITIES

Generic Pirates follow the priorities below. Named Pirates follow the unique priorities listed on their Enemy sheet instead.

1. Attack a Player in their space for 1 wound (and 1 despair).  
Yellow Pirates attack the nearest player or hostage on same deck.
2. Attack and kill a Hostage in their space. The Lost Boys lose the game if this happens.
3. Remove a search token in their space, then discard the top card of the Search deck. If a Hostage is discarded this way, the matching Hostage token is placed in that space. If the last Search card is discarded, the Lost Boys lose.
4. Move 1 space toward a Hostage on their deck
5. Move 1 space toward a Player on their deck
6. Move 1 space toward search token on their deck

## Multiple Choices for a Priority

If there are two or more possible choices for a given priority, players may choose who a pirate attacks or who it moves toward.

For example, if a pirate shares a space with two Lost Boys and attacks, players can choose who receives the attack.

# SUFFERING DESPAIR

Gain 1 despair token each time...

- you take a wound (1 despair for each wound).
- enemies are discovered in your space. If a single threat card places two Pirates in your space, only gain 1 despair. If there are multiple Lost Boys in that space, they each gain despair.
- another Lost Boy on your deck becomes fallen.

If you already have 4 despair tokens on your character sheet, ignore effects that cause you to gain despair.



## FALLEN CHARACTERS

When a character suffers a wound they don't have room for on their character sheet, they are fallen. Fallen characters do not perform actions on their turn, but must still draw a threat card to perform the Activate Pirates and Discovery steps. A fallen character can be rescued and returned to fighting condition if an ally performs a courage action on them.

If all players have fallen, they lose the game (there is no-one to rescue them).

## SPENDING DESTINY

Players may spend Destiny during the game to help mitigate difficult situations as follows:

- **Change Threat Colour:** When a threat card is drawn, change that Threat as a different colour (Red, Yellow, Blue). This affects both Pirates that activate and Pirates that are discovered, and can help prevent players from receiving catastrophic damage from groups of Pirates.
- **Extra Action:** On your turn, you may perform 1 additional action.

## SEARCH DECK

All of the cards in the search deck fall into the types listed below. There is no limit to the number of search cards a player may have. Two players in the same space may freely exchange search cards on either of their turns.

**Junk** – These items are useless, and simply fill the deck.

**Food** – These items heal you

**Treasure** – Loose loot that the pirates have acquired over the years

**Pirate!** – These cards place Pirates in your space, and therefore cause all players in that space to gain a despair.

**Hostages** – When a hostage card is drawn, or discarded by Pirate activation, the matching token is placed on the board in that space.



## CONTROLLING THE SHIP

During the game, when there are more Lost Boys (excluding hostages) than Pirates in a space, the Lost Boys control that part of the ship and all players gain that space's special ability. Control of spaces can change every time Lost Boys or Pirates move, and new effects apply immediately.

### THE TOP DECK

**Bow:** Taunts may move an additional pirate from the same space.

**Crow's Nest:** Play with the top threat card face up. Lost Boys and Pirates can move here from either the Fore Deck or Mid Deck.

**Fore Deck:** Lost Boys deal +1 damage when fighting. This space is connected to the Galley by stairs.

**Mid Deck:** Lost Boys deal +1 damage when fighting. This space is connected to the Captain's Cabin by stairs.

**Stern:** Flying to/from the ship doesn't count as an action.

### THE GUN DECK

**Galley:** Heal 1 wound if you end your turn here. This space is connected to both the Fore Deck and Hold by stairs.

**Gundeck:** Lost Boys can fly to the Island from here

**Captain's Cabin:** Recover 1 destiny if you end your turn here. This space is connected to both the Mid Deck and Crew Quarters by stairs.

### THE HOLD

**Hold:** Draw an extra card each time you search here

**Crew Quarters:** When you search here, you may ignore Junk and continue drawing.



## RESCUING HOSTAGES

Once a Hostage card is drawn (or discarded by Pirates) from the Search deck, that Hostage must Fly from the ship to the safety of Neverland, or risk being killed. Two requirements must be met for the Hostage to fly to safety:

1. The hostage must be on the top deck of the ship (or the Gun Deck if the Lost Boys control it).
2. A Lost Boy in the same space must use a move action and discard a Fairy Dust search card to Fly the hostage to safety.

Each hostage that is flown to safety is placed on the small Neverland home base.

## ENDING THE GAME

If the players manage to rescue all the hostages in the Search deck, the Lost Boys win the game immediately. If any of the following occurs **at any point**, the Lost Boys **lose immediately**:

- The last card of the search deck is drawn (or discarded by Pirates), and the deck is now empty.
- A hostage is killed.
- All players have fallen by suffering too many wounds.



Thanks for reading this  
Neverland's Legacy  
Preview Rulebook!

This document is a work in  
progress, and we would Love  
to get your input to make  
Neverland's Legacy as easy to  
learn as possible.

Send any comments to  
datamancer@lynnvander.com

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The rest of the rulebook is  
reserved for the alternate game  
mode, where Players control the  
Pirates. This part of the rulebook  
is still under development.



