The pirate ship

The pirate ship moves through the river in the outer region terrain fields but it can also attack the middle region.

The Pirate ship is being moved by gold. When a player pays 1 gold or lose it somehow, he rolls 1 die and moves the pirate ship.

If the pirate ship lands in a space, the player who rolled decides the side that the pirate ship will attack(middle or outer region) if there is a character in that space. roll 1 dice and see what happens ( the pirate ship attacks the terrain space so if there are more characters on it they are all effected.

1. The pirates stole your gold. Lose 1 more gold and reroll the dice again
2. The river is aggressive. Nothing happens
3. Trator! You are attacked be 2 pirates with strength 3. ( fight the pirates 1 by 1)
4. The pirates loot the chosen terrain field. Gain 1 gold from every character of the chosen terrain field .
5. FIGHT ME! All the characters of the chosen terrain field fight the captain of the ship with strength/craft 6 ( the player who rolled the dice chooses the captain's power that will be used.)
6. Load the cannons! All the players of the chosen terrain field lose 1 life