Wickies & Wrecks

Keep the light. Bring them home.

A deckbuilding card game about lighthouse keepers on Lake Ontario in the 1880s



1 to 4 keepers · Ages 10 and up · 30 to 45 minutes

RULEBOOK · PLAYTEST EDITION (W0) · NOVEMBER 2026

Welcome, keeper

It's the 1880s, and you keep a lighthouse on the shore of Lake Ontario. Every night, ships slip out of the fog toward the rocks: fishing smacks, schooners, canal barges, packet steamers full of passengers, and heavy ore freighters. Your light is all that stands between them and the shoals.

Wickies & Wrecks is a deckbuilding game. ("Wickies" was the old nickname for keepers, who trimmed their lamp wicks all night long.) You start with a small deck of smoky wicks and oil rations. Each night you play cards for **light**, **oil**, and **crew**, tuck your light under the ships you choose to guide home, and buy better cards: brighter lamps, braver lifeboat crews, and the instruments of a well-run station.

How you win

Every ship you bring home counts its people as **lives saved** and its cargo as **cargo landed**. Those two, plus any honors you buy, are your **renown**.

The lake keeps score too. Every person lost in a wreck goes on **the Sea's tally**. After 10 nights the ice closes the lake, and your renown is measured against the Sea's:

- **Commended:** your renown is at least twice the Sea's tally, and at least 25.
- **Kept the light:** your renown beats the Sea's tally.
- **Relieved of duty:** the Sea's tally is equal to or more than your renown.

In this booklet

3 What's in the box
4 The cards
6 Setting up
8 A night, step by step
12 Bases
15 Weather
16 The Chandlery's cards
17 The ice; tips
18 Questions and answers
19 2 to 4 keepers (draft)
21 The keeper's log
22 Playtest report
23 Words to know
24 A night at a glance

This is a playtest edition. Parts marked DRAFT are first ideas that haven't been tested yet, and any rule may change. You can also play the solo game in your browser, at wickiesandwrecks.com/play.

What's in the box

- **3 stretch cards:** West Shoals, Home Waters, and East Bar. Together they make the coast.
- **42 ship cards:** 9 fishing smacks, 12 schooners, 7 canal barges, 7 packet steamers, and 7 ore freighters.
- **10 starting cards:** 6 Trim the Wick and 4 Oil Ration. Every keeper's deck starts with these.
- **10 Hand Lanterns,** always for sale at the Chandlery.
- **33 Chandlery cards:** lamps, supplies, life-saving crews, instruments, and honors.
- **12 weather cards:** 3 Calm, 2 Gale, and one each of East Wind, Clear Night, Supply Boat, Revenue Cutter, Fog Bank, Heavy Traffic, and Squall.
- **2 base cards:** the Life-Saving Station and the Storehouse.
- **1 Beam card,** to show where your light points.

You also need: a six-sided die, a pencil, and a copy of the keeper's log (page 21). Coins or beads help to count oil, but you can add it up in your head. Playing with 2 to 4 keepers? See page 19.



A ship



A ship in the fog



A starting card



A weather card



A stretch card (it lies sideways)



A base (it lies sideways too)

The cards

Cards give you three things. **Light** guides ships home. **Oil** buys new cards (and pays your station's crew). **Crew** rescue people when a ship is wrecked.

Your cards



1. **Cost:** the oil it costs at the Chandlery.
2. **Light.** Tuck the card under a ship for this much light.
3. **Other gains:** oil (blue), crew (red), or cards to draw (purple), added up when you play the card. "Or" between two circles means you choose one.
4. **Family:** Lamp, Supply, Life-saving, Instrument, or Honor.
5. **What it does,** in words. Below that, how many copies are in the game.

The **family** matters for one thing so far: only Life-saving cards can wait at your Life-Saving Station (page 13).

Two kinds of card start the game in every deck: **Trim the Wick** (1 light) and **Oil Ration** (1 oil). The rest you buy.


Lamp


Supply


Life-saving


Instrument


Honor

Ships

Each ship card shows what it needs and what it's worth:



1. **Light:** how much light it needs to come home.
2. **Aboard:** its people. Each is a life saved if it comes home, or a point for the Sea if it's lost.
3. **Cargo:** cargo landed if it comes home.
4. **Worth:** people plus cargo, when it comes home.

Hattie is an ore freighter: she needs 6 light, and she's worth 9.

Ship	Light	Aboard	Cargo	Worth	Copies
Fishing smack	2	3	1	4	9
Schooner	3	3	2	5	12
Canal barge	3	2	3	5	7
Packet steamer	4	6	1	7	7
Ore freighter	6	3	6	9	7

The coast, the weather, and bases

Stretch cards are the coast: three stretches of water in a row. Below each one, ships sail through three **rows**: the **Fog** (face down), the **Approach** (face up), and **Near the rocks**, the ship's last chance. The rows are just places on the table, not cards.

Weather cards turn up one a night, good or bad (page 15). **Bases** lie sideways on the table and stay there all season (pages 12 to 14).



Setting up

1. **The coast.** Lay the three stretch cards in a row: West Shoals on the left, Home Waters in the middle, East Bar on the right. Leave room below them for three rows of ships: the Fog first, then the Approach, then Near the rocks, closest to you.
2. **Your station.** Put the Life-Saving Station sideways next to Home Waters. (The Storehouse stays in the box, unless you play with it: page 14.)
3. **Ships.** Shuffle the 42 ship cards and put them face down beside the coast. This is the ship deck.
4. **Weather.** Shuffle the 12 weather cards and put them face down beside the ship deck.
5. **The Chandlery.** Shuffle the 33 Chandlery cards face down and turn 5 face up in a row. Put the 10 Hand Lanterns face up beside the row.
6. **Your deck.** Shuffle the 6 Trim the Wick and 4 Oil Ration cards face down in front of you. Draw 5: your hand.
7. **Your light.** Put the Beam card in front of you, pointing at Home Waters.
8. **The log.** Take a keeper's log (page 21) and a pencil. Lives saved, cargo landed, and the Sea's tally all start at 0.

You're ready for night 1. The picture on the next page shows the table a few nights in.

Ships in the fog

On night 1, every ship starts in the fog, so there's nothing to light yet. That's why the first night comes with **provisions:** 5 extra oil to spend at the Chandlery at dawn.



The table on night 4



A night, step by step

The season lasts **10 nights**. Each night has five steps, always in this order:

1. **Dusk:** the weather turns, ships move, new ships arrive.
2. **The watch:** aim your beam, play your cards, tuck your light.
3. **Dawn:** ships come home or wreck.
4. **The Chandlery:** buy new cards.
5. **Rest:** discard what you played, and draw back up to 5.

1. Dusk

The weather. Turn over the top weather card: that's tonight's weather. Then turn the next card face up on top of the deck: that's the **barometer**, showing tomorrow's weather. (From night 2 on, just move the barometer's card over to be tonight's, and turn up the next.)

The tide. Every ship at sea moves one row closer. Ships approaching move near the rocks. Ships in the fog move up to the Approach and turn face up. (Near the rocks is always empty by now: those ships came home or wrecked at dawn.)

New ships. Deal new ships face down into the fog, as many as the season's schedule says:

Night	1	2	3	4	5	6	7	8	9	10	All
Ships	2	3	3	2	3	3	3	3	2	1	25

Where does a new ship arrive? Roll the die for each one: **1** West Shoals, **2 or 3** Home Waters, **4** East Bar. On a **5 or 6**, roll again. Home Waters is the busiest stretch.

DRAFT: a placeholder until the ship cards show where each ship arrives.



2. The watch

This is your turn. Do these in any order, as often as you like, until you're happy:

- **Cards that draw cards play first.** When the watch begins, play any Supply Tender, Barometer, or Spyglass in your hand, and draw. (If you draw another one, play it too.)
- **Aim your beam.** Turn the Beam card toward one stretch. Tonight your light reaches only that stretch.
- **Play cards** from your hand. Add up the oil and crew they give.
- **Tuck your light.** Slide a card with light under a face-up ship in your beam, so that only its sidebar shows below the ship. That ship now has the card's light. (A tucked card still gives you its oil, crew, or extra card.)
- **Keep the rest.** Cards you don't play stay in your hand for tomorrow.



Swallow is a canal barge. She needs **3 light**.

Two Trim the Wick cards are tucked under her: **2 of 3**. One more light tonight and she comes home at dawn.

If she reaches the rocks just 1 short, she still limps home (page 10).

Light stays on a ship

- Tucked cards stay under a ship night after night, holding their light there, until the ship comes home or wrecks. Then they go to your discard pile. Until then, they're out of your deck.
- Ships in the fog can't take light. Neither can a ship that already has all the light it needs.
- Light you play but don't tuck is lost at dawn.
- **Crew** you play rescue people from wrecks in your beam at dawn. **Oil** is spent tonight: on your station's crew (page 12), or at the Chandlery at dawn. Oil and crew you don't use are lost.
- Nothing is final until dawn: move a tucked card to another ship, or take a card back into your hand, if nothing it gave you is used.

3. Dawn

Now see what the night brought. Look at every ship at sea:

- **Home safe.** A ship whose light reaches what it needs comes home, wherever it is. Its people are lives saved, and its cargo is landed. Write them on the log, and put the ship on your Home safe pile.
- **Limping home.** A ship near the rocks that's just **1 light short** limps into harbor. Everyone aboard is saved, but its cargo is lost.
- **Wrecked.** Every other ship near the rocks wrecks. First, any station crew rowing out to it rescue who they can (page 12). Then the crew from cards you played tonight rescue people from wrecks your beam reaches, the biggest crowd first. Each person rescued is a life saved. Everyone else is lost: add them to the Sea's tally. The ship goes on the Wrecked pile.
- **Cards come back.** Cards tucked under a ship that came home or wrecked go to your discard pile. Cards under ships still at sea stay where they are.

Ships in the fog or the Approach that didn't get enough light simply wait. Tomorrow they'll be one row closer.

An example

Kestrel, a packet steamer, is near the rocks in Home Waters with 6 people aboard. She needs 4 light, and she has only 1. She's going to wreck.

During the watch, you pay 3 oil to send your station's crew out to her. At dawn she wrecks, and the crew rescue **all 6**: 6 lives saved, and nothing for the Sea.

If Kestrel had been in the East Bar instead (beside Home Waters), the crew would rescue everyone but one: 5 lives saved, and 1 for the Sea.



4. The Chandlery

Spend tonight's oil on new cards. You can buy as many as you can pay for:

- any of the **5 face-up Chandlery cards** (turn up a new one from the Chandlery deck at once, so there are always 5), or
- a **Hand Lantern** (2 oil), from the pile beside the row.

New cards go to your **discard pile**, so you'll draw them in a night or two.

Trade-ins. Each card you buy lets you **scrap** one Trim the Wick or Oil Ration from your hand or your discard pile: put it back in the box for the rest of the season. You don't have to, but it keeps your new cards from being lost among the old ones.

Oil you don't spend is lost.

5. Rest

- Put every card you played tonight in your discard pile. (Not the tucked ones: they stay under their ships.)
- Keep the cards still in your hand, and draw until you have 5.
- When your deck runs out, shuffle your discard pile to make a new deck.

Then the next night begins, with dusk. After the 10th night, the ice comes: the season is over (page 17).

Your deck

Every card you own is in one of five places: your deck, your hand, in play tonight, tucked under a ship, or in your discard pile (or waiting at your station). Only scrapped cards leave for good.



Bases

A **base** is a building at your lighthouse. Its card lies sideways on the table beside your Home Waters, and it stays there all season. It isn't part of your deck: you never draw it, discard it, or scrap it, and it works every night.

Every keeper starts with the **Life-Saving Station**. The **Storehouse** is an extra base you can add (page 14). Bases you can buy are on their way.

The Life-Saving Station

It stands at your Home Waters, and it can reach ships your beam doesn't: often just what you need after you've aimed.



Its own crew

Once a night, during the watch, you may **pay 3 oil** to send the station's crew to **any ship near the rocks**, in any stretch. Put the die on that ship to show where they rowed. If the ship wrecks at dawn, they rescue:

- **everyone aboard**, in Home Waters;
- **everyone but one**, in West Shoals or East Bar (it's a long row).

If the ship comes home after all, the crew weren't needed, and the oil is spent anyway. Changed your mind before dawn? Call them back and keep your oil.





Cards that wait at the station

During the watch, instead of playing a Life-saving card (Surfboat, Life-Saving Crew, Breeches Buoy), you may slide it under your station. It holds **2 cards**, and they can wait there for nights.

On any watch, send one to any ship near the rocks: it rescues its crew number in Home Waters, one fewer beside it. After dawn it goes to your discard pile.

Who rows out	In Home Waters	Beside it
The station's own crew (3 oil)	Everyone aboard	All but one
A card waiting at the station	Its crew	Its crew, less 1
Crew from cards you play	Its crew, in your beam	Its crew, in your beam

Good to know

- **Nobody is rescued twice.** Send the station's crew and a waiting card to the same ship, and their rescues add up, but never past the number of people aboard.
- **A Gale stops light, not lifeboats.** Station crews can row out in any weather.
- Station crews only go to ships **near the rocks**: farther out, there's still time to light them.

The Storehouse



An extra base for saving up. Add it at the start, sideways beside your Home Waters. It's optional: play your first season without it.

- During the watch, slide up to **3 cards** from your hand under it, instead of playing them.
- At any dawn (even tonight's), take one out and spend its oil at the Chandlery. Then it goes to your discard pile.
- A **Squall** floods it: the cards inside go to your discard pile.

It's how to save up for something big, like the Keeper's Medal (7 oil), when your hand can't hold that much oil.

Bases still to come

Bases you can buy at the Chandlery are being designed. Ideas so far: storms that damage them, bases that wear out after a while, and bases that need oil to keep running. Got an idea for a base? Write it on the playtest report (page 22).



Weather

Each dusk a weather card turns up for tonight, and the barometer shows tomorrow's, so you can plan a night ahead. There are 12 weather cards and only 10 nights, so two are never played.











Weather	Cards	What it does tonight
Calm	3	Nothing. A quiet night on the lake.
East Wind	1	Good: no ship moves closer tonight. New ships still arrive in the fog.
Clear Night	1	Good: draw 1 extra card.
Supply Boat	1	Good: +2 oil.
Revenue Cutter	1	Good: +2 crew.
Fog Bank	1	Bad: no ship comes out of the fog tonight. Ships already out still move closer.
Heavy Traffic	1	Bad: one extra ship arrives.
Gale	2	Bad: ships near the rocks can't take light tonight. Only crew can help them.
Squall	1	Bad: if you play with the Storehouse, the cards in it go to your discard pile.









The Chandlery's cards

A chandler sold everything a ship or a lighthouse needed. Here's every card for sale, and what it does when you play it.

Card	Oil	When you play it	Copies
Hand Lantern	2	+1 light, +1 oil. Always for sale.	10
Silvered Reflector	2	+2 light.	4
Argand Lamp	4	+3 light.	3
Fresnel Lens	5	+2 light. Tonight your beam also reaches the stretches beside it: you may tuck light there, and each face-up ship there gets 1 extra light.	2
Fog Bell	2	At dawn, every ship your beam reaches gets 1 light, even in the fog.	2
Colza Oil Barrel	1	+2 oil.	3
Supply Tender	3	+2 oil, draw 1 card.	2
Kerosene Shipment	4	+3 oil, or scrap it for 3 light tonight on ships in your beam.	1
Surfboat	2	+1 light, +2 crew.	3
Life-Saving Crew	4	+4 crew.	2
Breeches Buoy	3	+1 oil, +3 crew.	1
Barometer	1	+1 oil, draw 1 card.	2
Spyglass	2	+1 light, draw 1 card.	2
Overhaul	2	+1 oil. You may scrap another card in your hand or in play.	2
Letter of Commendation	4	Worth 2 renown at the end. Does nothing when played.	3
Keeper's Medal	7	Worth 4 renown at the end. Does nothing when played.	1

Light from a Fog Bell, a Fresnel Lens, or Kerosene lasts tonight only: only tucked cards keep their light on a ship. A ship in the fog that gets light turns face up.

When the ice comes

After the 10th night's Chandlery, the ice closes the lake and the season is over. (Buying on the last night still counts: an honor bought then is worth its renown.) Ships still at sea winter in some other port: they count for no one.

Add up your **renown**: lives saved, plus cargo landed, plus 2 for each Letter of Commendation and 4 for the Keeper's Medal you own. Then compare it to **the Sea's tally**:

- **Commended:** renown at least twice the Sea's tally, and at least 25. Headquarters sends a letter of commendation.
- **Kept the light:** renown beats the Sea's tally. Your post is yours for another season.
- **Relieved of duty:** the Sea's tally is equal to or more than your renown. A new keeper comes in the spring.



Tips for your first season

- **Light the ships near the rocks first.** Tonight is their last chance.
- **Finish what you start.** A ship 1 light short limps home and keeps its people. A ship 2 short is wrecked.
- **Mind the packet steamers.** Six people aboard: one wreck feeds the Sea fast. Freighters are rich but slow, so start on them early.
- **Buy something every dawn,** and trade in a starting card each time.
- **Read the barometer.** A Gale tomorrow? Bring ships home before they reach the rocks.
- **Save 3 oil for the station** when a crowded ship near the rocks can't be lit in time.

Questions and answers

Can I tuck light under a ship in the fog?

No: it can't take light until it comes out. (A Fog Bell's light reaches it for one night, and turns it face up.)

Can I tuck under a ship outside my beam?

No, except in the stretches beside your beam on a night you play a Fresnel Lens.

Can I tuck more light than a ship needs?

Not under a ship that already has all it needs. The card that finishes it can be more than enough; the extra is lost.

Does a tucked card still give its oil, crew, or extra card?

Yes.

Does a ship have to be near the rocks to come home?

No. Any face-up ship with all the light it needs comes home at dawn, wherever it is.

Does a ship that limps home count as home safe?

Yes. Only its cargo is lost.

What if my deck and discard pile are both empty when I draw?

Draw what you can. Your other cards are under ships or at your station, and they'll come back.

What happens to crew I play if nothing wrecks in my beam?

It's lost at dawn, like unspent oil.

Can I play an honor card?

Yes, but it does nothing. You can also keep it in your hand. It counts at the end wherever it is.

Do unused trade-ins carry over?

No. Use them at the dawn you buy.

What if the Chandlery deck runs out?

Empty spaces stay empty. Hand Lanterns are for sale until all 10 are gone.

What if the ship deck runs out?

No more ships arrive.

Do people on ships still at sea at the end count for the Sea?

No. Those ships winter in another port.

Playing with 2 to 4 keepers

DRAFT: these rules haven't been tested yet. Try them, and tell us what happened.

With more keepers, Wickies & Wrecks is **semi-cooperative**. Every wreck feeds one shared Sea's tally, which threatens everyone. But renown is yours alone, and the keeper with the most wins.

What changes at the table

- **Each keeper** has their own starting deck, Beam card, Life-Saving Station, and log. Mark your starting cards (a dot, or colored sleeves) so they can be told apart.
- **Everyone shares** one Chandlery, one ship deck, one weather deck, and one Sea's tally.
- **The coast is a ring.** It goes home stretch, shared stretch, home stretch, shared stretch, and so on, around the middle of the table. Each keeper sits behind their own home stretch, with a shared stretch on each side. With 2 keepers, that's four stretches: both shared ones lie between you.
- **Your beam** points left, home, or right: at the shared stretch on either side, or your own.
- **The coast:** one Home Waters per keeper, with a shared stretch between each pair of neighbors: West Shoals and East Bar, then Gull Reef (3 keepers) and Sandy Bar (4 keepers).

The playtest card sheets have 4 of everything a keeper needs, 4 Home Waters, and 4 shared stretches.

Dusk

Each night, deal one new ship per keeper, plus one more (one per keeper on nights 1 and 10). Deal them one at a time, taking turns around the table. Whoever's turn it is rolls the die: **1** the shared stretch on their left, **2 to 5** their own home stretch, **6** the shared stretch on their right. If the ship deck runs out, no more ships arrive.

The weather is the same for everyone: a Clear Night lets every keeper draw a card, a Supply Boat gives every keeper 2 oil, and so on. Heavy Traffic brings one extra ship for each keeper.

The watch

Everyone plays at the same time. First, each keeper decides where to aim, in secret. Count down, and turn your Beam cards together. Then play and tuck as usual. Talk, plan, and make deals ("I'll take the freighter if you cover the smack"), but nothing you promise is binding.

Under a ship in a shared stretch, tuck your cards on **your side** of the ship, so everyone can see whose light is whose.

Your station's crew can row to ships near the rocks in your home stretch (everyone aboard) or in the shared stretches beside it (everyone but one), not farther.

Dawn

- **Who gets the credit?** When a ship comes home, the keeper with the most light under it scores its lives and cargo. On a tie, the keeper whose home stretch it's in wins; otherwise the tied keepers split them, rounded down. Every other keeper with light under it gets **+1 renown**: a mention in the log.
- **Rescues.** Each keeper's crews rescue as in the solo game, and each person rescued is a life saved for that keeper. If two keepers' crews reach the same wreck, take turns rescuing one person at a time, starting with the keeper who sent the most crew.
- Everyone lost goes on the one shared Sea's tally.

The Chandlery and rest

Take turns buying one card at a time, starting with the keeper with the least renown (roll the die to break a tie), until everyone passes. Trade-ins work as in the solo game. Then everyone rests.

The end of the season

Divide the Sea's tally by the number of keepers, rounding up. That's the number each keeper must beat.

- **Head Keeper:** the keeper with the most renown, among those who beat the Sea. This keeper wins.
- **Kept the light:** every other keeper who beat the Sea.
- **Relieved of duty:** keepers who didn't.
- If no keeper beats the Sea, the shipping lane is abandoned, and everyone loses.

The keeper's log

Write down each night's results at dawn. Copy this page as often as you like.

Name: _____ Date: _____

Night	Weather	Ships home	Lives saved	Cargo landed	Lost to the Sea
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
Total					

Lives saved ___ + cargo landed ___ + honors ___ = **renown ___**

The Sea's tally _____

Grade (circle one): Commended Kept the light Relieved of duty

Commended: renown at least twice the Sea's tally, and at least 25. Kept the light: renown beats the Sea's tally. DRAFT: a placeholder until there's a score track.

Playtest report

Thank you for playtesting! Fill this in after a season, and give it to Dave (or send him a photo). Copy this page as often as you like.

Date: _____ Keepers: ___ Rules: solo / 2 to 4 / Storehouse Time: _____ minutes

Keeper	Renown	Sea's tally	Grade	Cards bought

Which rule did you have to look up, or argue about?

When did you have nothing interesting to do?

Your best moment? Your worst?

Which card felt too strong? Too weak? Never bought?

How did the weather and the station change your plans?

With 2 to 4 keepers: did you help each other, race each other, or both? Did anyone feel left behind?

Any idea for a base, a card, or a rule?

Play again? 1 2 3 4 5 (circle one)

Words to know

Aim: Turn your Beam card toward one stretch. Your light reaches only ships there tonight.

Base: A building at your lighthouse: a card that lies sideways on the table all season and works every night.

Beam: Where your light reaches tonight: one stretch (a Fresnel Lens adds the stretches beside it).

Chandlery: The shop: 5 cards for sale, plus the Hand Lanterns.

Crew: Rescuers. They save people from wrecks.

Discard pile: Where played and bought cards go. It becomes your deck again when your deck runs out.

Limping home: A ship near the rocks 1 light short comes home anyway: everyone saved, cargo lost.

Renown: Your score: lives saved + cargo landed + honors.

Rows: Fog, Approach, and Near the rocks: where a ship is on its way in.

Scrap: Put a card back in the box for the rest of the season.

The Sea's tally: Everyone lost in a wreck. The score you must beat.

Stretch: One part of the coast: West Shoals, Home Waters, or East Bar.

Trade in: Scrap a starting card when you buy a card.

Tuck: Slide a light card under a ship, so its light stays on that ship.

Thanks for playtesting

Wickies & Wrecks is by Dave Ghidiu. The paintings are placeholders for this playtest edition. Play online at wickiesandwrecks.com/play.



A night at a glance

1. Dusk

Turn up tonight's weather; the barometer shows tomorrow's. Ships move one row closer (fog ships turn face up). Deal the night's new ships into the fog.

2. The watch

Draw cards play first. Aim your beam. Play cards. Tuck light under face-up ships in your beam. Station crew: 3 oil. Keep any cards you like.

3. Dawn

Enough light: home safe (lives + cargo). Near the rocks, 1 short: limps home (lives only). Near the rocks, more short: wrecked. Station crews, then your crew, rescue; the rest go to the Sea. Cards under finished ships go to your discard pile.

4. The Chandlery

Spend oil on cards. Each card bought: trade in a starting card. Unspent oil is lost.

5. Rest

Discard what you played. Draw up to 5.

After 10 nights

Renown = lives saved + cargo landed + honors. Commended: at least twice the Sea's tally, and at least 25. Kept the light: more than the Sea's tally.

