

8 **Captain Ivanovitch**

CAPTAIN
Start: The Mirror
Pyeryem 1 • Swordsman +2

When this Captain tacks to produce Influence to hire an Ussuran Crew, this Captain produces 2 additional Influence. While you have 4 or more Unaligned or Ussuran Crew on board with an Influence Cost of 3 or more, your Unaligned and Ussuran Crew absorb 1 additional hit when tacking or sinking to absorb hits (+2 total if Unaligned and Ussuran).

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9 **Captain Red**

CAPTAIN
Start: The Mirror
Heroic • Swordsman +2

You may not have Red The Adventurer on board. While you have 4 or more other Gosse Crew on board, your Captain has the following ability:

React: When you are tacking one of your Gosse Crew to produce Adventuring for a skill cost or any other skill for a cancel cost, tack an Attachment attached to the tacking Gosse Crew to produce one extra point of that skill (or two extra points if the Attachment is titled "Red").

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9 **Captain Roberts**

LEGENDARY CAPTAIN
Start: Trade Sea
Heroic • Swordsman +2

While you have 4 or more Crew on board with an Influence Cost of 3 or more, your **Topman** Crew gain +1 Sailing, your **Gunner** Crew gain +1 Cannon, and your **Swordsman** Crew inflict one extra hit during Boarding Attacks.

True heroes never die.

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The Undefeated Heart 3

Crew Maximum: 9
Monster and Weather cards inflicting hits on this Ship inflict 4 fewer hits (min 0).
React: Tack before performing an Action to move to adjacent Sea.

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5 **Aleksi Novgorov**

CREW
Pyeryem 1 • Villainous
Act: Once per turn discard a **Pyeryem Knack** attached to this Crew to search your deck for a **Pyeryem 1 Knack** that this Crew can attach. Attach that **Knack** to this Crew and shuffle your deck.
"I know loyalties can be purchased, but for such a meager price?" - Julius Caligari

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4 **Angelina Aldonez**

CREW
If your Ship's Move Cost is greater than 3, this Crew gains +1 Sailing and -2 Cannon (min. 0). If your Ship's Move Cost is less than 3, this Crew gains -1 Sailing and Adventuring (min. 0) and +1 Cannon.
She was ready for anything. But when she found herself assigned to the Inquisition, she wondered what anything would be.

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5 **Basil "Backlash" Hawkins**

CREW
Loyal • Unique • Villainous
This Crew inflicts 2 hits on your Ship when he tacks to perform a Cannon Attack (suffer these hits before the Cannon hits are dealt).
"Trust me, you gotta watch them villains... they'll stab you in the back at the first opportunity..." - Duncan Bachenstein, Eisen Swordsmaster

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2 **Belladonna**

CREW
Unique • Scry 1
This Crew may not attack **Scry Knacks** while tacked.
"My thanks for the timely rescue. That fire was ruining my shoes."

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3 **Benjamin the Quick**

CREW
Unique • Villainous • Swordsman +1
Your cost to complete **Illegal** Adventures is reduced by 1 (min 0) while this Crew is in play. Any other player may discard this Crew by paying 6 Influence as an Action.
"Benjamin the Scurry Rat-Faced Traitor didn't have quite the same ring to it."

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4 *Berek's Boys*

1 **3** **0** **0** **3**

CREW

Loyal • No Attachments
Swordsman +1

This Crew gains +1 Swashbuckling during a Boarding if Berek is your Captain.

"Yes sir, Cap'n Berek, sir!"

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4 *Brian Skar*

1 **0** **0** **1** **2**

CREW

Villainous • Swordsman +1

If any other Ship has more **Loyal** Crew on board than you have one your Ship, this Crew gains +1 Swashbuckling.

React: After you have reversed a Boarding Attack from your hand, discard the top card of your deck. The Boarding Attack is now considered the same as the discarded card.

Brian blames the Vestenmanjavenar for his parents' death. He is unpredictable and will have vengeance even if it means killing his own brother.

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3 *Crescent Courtesans*

0 **0** **0** **2** **1**

CREW

Captive • Loyal • Unique
No Attachments

Your non-**Captive** Corsairs Crew have their Influence Costs reduces by 1 (min. 1).

"Not all captives end up on the oars."
- Gustolph Hirsch

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8 *Dread*

3 **2** **2** **1** **4**

CREW

First Mate • Loyal • Unique
Villainous • Swordsman +2

When this Crew is attempting to reverse Boarding Attacks, you may consider each card's Boarding Attack box as an additional (ie. third) Boarding Defense box.

The Black Freighter sailed with Upham as captain now. His mission was vengeance against the living.

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5 *Eric Skaarsgaard*

0 **2** **2** **0** **3**

CREW

Heroic • Loyal

This Crew inflicts one extra Hit during Boarding Attacks.

React: When this Crew is reversing a Boarding Attack, discard a card with the **Weather** trait from your hand. The Boarding Attack is reversed with the Boarding Attack of the **Weather** card, and this Crew gains +1 Swashbuckling until the end of the Boarding Attack.

Eric couldn't save his parents, but he vowed to save his brother from his blood thirsty vendetta.

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4 *Francisco Garcia del Torres*

0 **4** **0** **0** **2**

CREW

Topman • Heroic

React: When this Crew inflicts hits during a Boarding Attack, discard any number of cards from your hand to inflict one extra hit for each card discarded.

"I'm not Tovo's equal, but I can handle myself."

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7 *Guillaume Windchaser*

3 **4** **1** **1** **3**

CREW

Gunner • Heroic • Topman

If Allende is your Captain, this Crew has the Brotherhood faction symbol.

"I've smuggled peasants through these waters for years. I'll do the same for nobles that deserve saving."

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4 *Ivorn Quicksilver*

0 **2** **1** **0** **2**

CREW

Unique • Topman

Cards with the title "Master of the Tops" being attached to this Crew have their cost reduced to zero.

React: Once per turn when you are paying Sailing, discard a number of cards from your hand equal to your Ship's Move Cost to produce Sailing equal to your Ship's Move Cost.

"There's nothin' to be afraid of in the tops... except fallin' to yer death"

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5 *Jasmina the Assassin*

0 **0** **1** **1** **3**

CREW

Nacht 1 • Villainous • Swordsman +3

This Crew may not attach any cards other than **Nacht** or **Swordsman Knacks**.

React: When this Crew reverses a Boarding Attack from an opposing Crew, either tack this Crew or discard a **Nacht Knack** attached to this Crew to tack the opposing Crew.

Kheired-Din knew that her faith was strong, but he didn't realize her enemies where not his own.

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Julie Betts

CREW

Scry 1

This Crew has -3 Influence (min 0) when another Ship is in this Sea.

"The fairer sex is not necessarily the frailter, monsieur."

Illus. Jonathan Hunt © 2004 A.E.G. 42 ♦ 55 Parting Shot

June the Fair

CREW

Unique • Glamour 1 • Scry 1

This Crew's Influence Cost is reduced by 2 if you have a Crew with the **Glamour** trait aboard your Ship. If any player has Queen of the Sidhe in play, this Crew has 4 or more Sorcery **Knacks** attached, she gains +1 to all skills and +1 to her **Glamour**.

"Rumour has it she's a full blooded sidhe... An' no one knows what powers she has. Most are afraid to find out."

Illus. Cris Dornique © 2004 A.E.G. 39 ♦ 55 Parting Shot

Keith Braveman

CREW

Heroic • Loyal • Topman

When this Crew tacks to absorb hits, he absorbs one extra hit. While you have at least one non-Captain Swordsman on board, this Crew gains +1 Sailing.

"Chase the Explorers west and pinch everything of value they've found? Haha... Sounds like fun to me!"

Illus. Carl Frank © 2004 A.E.G. 48 ♦ 55 Parting Shot

Midgebrain Murphey

CREW

Loyal • No Attachments • Topman

When this Crew sinks to absorb hits, he absorbs 3 extra hits.

Act: Once per turn, discard one of your untacked **Skeletal** Crew from play to draw a card from your deck.

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Pappy

CREW

This Crew has +2 Adventuring when you are paying the completion cost of an Adventure.

Ivanovitch's father has sailed with him for so long, most of the crew had forgotten his real name.

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Rodrigo the Rightous

CREW

Heroic • Holy • Swordsman +1

Villainous Crew in this Sea produce 1 fewer Influence when tacking to produce Influence (min 0).

"Theus guides my sword and he has brought me to you, Senior."

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Sean Garloise

CREW

Loyal • Unique

If you have an Explorers Captain, this Crew gains +1 Adventuring. If you have a Sea Dogs Captain, this Crew gains +1 Swashbuckling. When tacking to produce Influence to hire a Crew aligned to your Captain's faction, this Crew produces 2 extra Influence if there is at least one card in play with the word "Beer", "Rum", or "Wine" in its title.

He'd served with the Sea Dogs for years and when he told his captain he was shipping with the Explorers, Berek gave him a jeweled dagger to remember the good times.

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Shadow

CREW

Unique • Nacht 1

This Crew may not attach **Nacht Knacks** while tacked.

"The Brotherhood is my family. I won't abandon them." - Invar Anderson

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Sheildmen

CREW

Loyal • No Attachments

When this Crew tacks or sinks to absorb hits, they absorb one extra hit.

React: When you are paying Adventuring to complete an Adventure with an initial cost of 5 or more, discard a card from your hand to produce 1 Adventuring. Use this ability once per Adventure you are completing.

"Get behind me, sir. This looks dangerous."

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4

Ussuran Whalers

1

3

1

0

2

CREW

P

C

T

When this Crew tacks to absorb hits from a **Monster** card, **Weather** card, or Sea Attachment, they absorb 3 extra hits.

"Aye aye, Cap'n Ivanovitch. We'll gut and stuff that overgrown cod. But, umm, how big did you say it was?"

Illus. Wes Jones © 2004 A.E.G. 2 ♦ 55 Parting Shot

5

Valentina Villanova

0

0

1

1

2

CREW

P

C

T

Scry 1

Act: Tack and sink one of your Crew to draw 2 cards from your deck.

"Our only choice was to fight free. That is still the only destiny I see for us."

Illus. Terese Nielsen © 2004 A.E.G. 18 ♦ 55 Parting Shot

6

Yannick le Geant

1

0

2

0

3

CREW

P

C

T

Heroic • Swordsman +3

When this Crew tacks to absorb hits, he absorbs extra hits equal to the number of Crew cards in your sunk pile.

"Pardon me, did you need any assistance? I'd hate to intrude."

Illus. William O'Connor © 2004 A.E.G. 26 ♦ 55 Parting Shot

4

Young Samuel Gosse

0

1

3

0

2

CREW

P

C

T

Loyal • No Attachments • Unique

If Melinda Gosse or Captain Red is your Captain, this Crew does not count towards your Crew Maximum.

"Uncle Phil wouldn't let me go with him. You can't afford to be so choosy with so many berths to fill, Melinda."

Illus. Evan Dunn © 2004 A.E.G. 10 ♦ 55 Parting Shot

Cities of Gold

T

C

S

ADVENTURE

2 Seas Away • Unique

To complete: Pay 4 Adventuring (3 if you have 4 or more Crew aligned to your Captain's faction on board).

Captain Attachment

Act: Tack this card and a Crew aligned to your Captain's faction to hire a Crew from your hand, discard pile, or draw deck. That Crew's Influence Cost is reduced by 3 if that Crew shares a Nationality, Secret Society, or Faction symbol with your Captain.

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Flying the Jolly Roger

T

C

S

ADVENTURE

2 Seas Away • Illegal • Unique

To complete: Pay 4 Adventuring (2 if you have a card with the Jolly Roger trait on board).

Ship Attachment: The Adventuring costs of you uncompleted Adventures are reduced by 1 (min 0, or min 1 if the Adventure increases the Cannon Skill).

With Allende's return, the Brotherhood embraced their trade with renewed vigor.

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Harness the Darkness

T

C

S

ADVENTURE

1 Sea Away • Nacht 1 Knack

To complete: Tack one of your Sorcerers with Nacht 1 or more.

Crew Attachment: +1 Swashbuckling

React: Tack the attached Crew instead of performing a Boarding Attack to target the opposing Ship. Inflict hits to the target Ship equal to the attached Crew's Swashbuckling. You may discard a **Nacht Knack** from your hand to increase the hits inflicted by 3.

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The Elixir of Life

T

C

S

ADVENTURE

1 Sea Away • Scry 1 Knack

To complete: Tack one of your Sorcerers with Scry 1 or more.

Crew Attachment

Act: Once per turn, discard another **Scry Knack** attached to this Crew to draw a card.

React: Tack this card and any one of your Crew when you are suffering hits to suffer 4 fewer hits.

"Immortality is an impossibility" - Alcaraz Arceniega

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Battle for La Bucca

C

D

S

LA BOCCA ATTACHMENT

Control

You must sink two of your untacked Crew to put this card into play, and may only play this card while your ship is in La Boca. Any player in this Sea may discard this card by sinking three of their untacked Crew as an Action.

While in this Sea, Captains and Crew that share a Nation, Secret Society, or Faction symbol with their Captain inflict one extra hit with Boarding Attacks and Cannon Attacks.

Illus. Storm Cook © 2004 A.E.G. 34 ♦ 55 Parting Shot

Deception and Illusion



CREW ATTACHMENT

Glamour 1 Knack

React: Tack when you are paying a Swashbuckling cost to produce Swashbuckling equal to this Crew's Glamour.

"Are you sure you're ready for me?" - Celeodine

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Eisen Alliance



FROTHING SEA ATTACHMENT

Control

You may only play this card while your Ship is in the Frothing Sea. You must discard 3 Item Attachments to put this card into play. Your Captain is considered to have the Eisen symbol. Any player may discard this card by discarding 3 of their completed Adventures while in this Sea.

Act: Tack this card and search your deck for an Adventure whose cost is reduced while you have The River in play. Put that card into your hand then shuffle your deck.

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Kheird-Din's Fortitude



CORSAIRS CAPTAIN ATTACHMENT

Unique

You may only attach this card to your Captain when starting Crew are chosen, at the cost of 1 Starting Wealth, and only if they have the name "Din" in their title.

React: When you sink the attached Crew, instead discard all your cards from play except Captain and Ship. Untack both and return your Ship to your Starting Sea. You may hire one Crew from your hand at zero cost. The current Action is considered resolved, and play continues with the next player.

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The Jolly Roger of Gosse's Gentlemen



GOSSE SHIP ATTACHMENT

Unique • Item • Jolly Roger

React: Tack after one of your Gosse Crew has been sunk when absorbing hits inflicted by another player, to target and untack another of your non-Captain Gosse Crew. You may only use this ability if you have 3 or more Gosse Crew on board.

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Ussuran Alliance



THE MIRROR ATTACHMENT

Control

You may only play this card while your Ship is in The Mirror. You must discard 3 Goods Attachments to put this card into play. Your Captain is considered to have the Ussuran symbol. Any player may discard this card by discarding 3 of their completed Adventures as an Action while in this Sea.

Act: Tack this card and search your deck for a Henchman Attachment or Adventure. Put that card in your hand then shuffle your deck.

With Allende missing, the Ussurans have gone looking for new allies on the seven seas.

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Vodacce Alliance



FORBIDDEN SEA ATTACHMENT

Control

You may only play this card while your Ship is in the Forbidden Sea. You must discard 2 completed Artifact Adventures to put this card into play. Your Captain is considered to have the Vodacce symbol. Any player may discard this card as an Action by discarding 3 of their completed Adventures while in this Sea.

Act: Tack this card to search your deck for a Prize Adventure. Reveal that card to all players, add it to your hand, then shuffle your deck.

The Crimson Rogers have found other buyers for the artifacts they seize.

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Buried Treasure



ACTION

Act: Target a card in your sunk pile (other than another Buried Treasure card) and take that card into your hand then sink this card.

"Since when did 'X' ever mark the spot?" - Bereb

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Courage and Honor



ACTION

React: Play when you tack one of your Heroic Crew to produce skill points. That Crew produces 3 extra skill points.

"They have vowed to defend Avalon at all costs and to the end. Avalon forever!" - Mike the Magnificent, Avalon loyalist

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Devotion to the Cause



ACTION

React: Play when you are paying the Influence cost for a Crew with a Secret Society symbol or Nation symbol. You may tack another Crew with the same symbol to produce an amount of Influence equal to the tacked Crew's Influence plus 3.

Some are gone, but they will never be forgotten.

Illus. Evan Dunn © 2004 A.E.G. 8 ♦ 55 Parting Shot

Diablo Tiburon



7 7

ACTION

Monster

This action may not be canceled if the target has any Damage Attachments attached.

Act: Target a ship in play. Target ship suffers a number of hits equal to twice that ship's Move Cost. Inflict 4 extra hits if target ship has at least one Damage Attachment attached.

It knew just when and where to strike. The frigate didn't stand a chance.

Illus. Wes Jones © 2004 A.E.G. 3 ♦ 55 Parting Shot

Fury of the Storm



5 5

ACTION

Weather

Act: Target a Ship in this or an adjacent Sea. Discard any number of **Weather** cards from your hand (you may discard 0) to inflict hits on the target ship equal to 5 plus twice the number of cards discarded. This may not be canceled if you have at least one **Laerdorn** Sorcerer on board your Ship.

The true fury of the Vester lies not in the storm, but in their hearts.

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Keep a Sharp Lookout!



2

ACTION

React: Play if one of your Adventure or Attachment cards is being sunk or discarded from play by another player's Action or Action card. If the card is being discarded, you may shuffle it back into your deck instead. If it is being sunk, you may discard it instead. Sink this card.

"Don't know what the captain's worried about. Been quite all night." - Simon the Bosun

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Retirement



ACTION

Act: If you have 6 or more completed **Prize** Adventures in play than any other player, you win the game.

"One day I would like to retire, perhaps to the East through the sands, where there are forces more powerful than steel or gold..." - J. Berek

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Something's Got to Go



ACTION

Act: Target an Attachment on a Ship with more Crew on board than the Ship's printed Crew Maximum. That Attachment's controller must either sink the Attachment or sink an untacked Crew.

"Lads, it's either the rum or me. Hey! Leave me alone!"

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The New World



ACTION

React: Target another player's Ship when it moves to a Sea adjacent to its previous Sea. Inflict one hit to target Ship. You may only play one copy of this card per Sea moved into.

Faust's map of the west lead to a rich new world of wonder and plenty. Of course, it was full of danger too...

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Valor and Heroism



ACTION

You may not play this card if you have a **Villainous** Captain or if you have a **Control** Card in play.

Act: Tack your Captain and Ship to put a **Control** Attachment into play from your hand without paying its skill cost.

Allende and his men celebrated his return by robbing every ship they saw on the way back to La Bucca.

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Boarded by Raiders



CHANTEY

Any Crew pushed forward for a Boarding Attack, if the Crew inflicts hits, the Crew inflicts 2 extra hits.

Yngvild told her men there was an alternative to meaningless blood and death.

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With Your Best Men About You



CHANTEY

Any player may sink this Chantey as an Action by tacking their Captain.

All Crew with an Influence Cost of 3 or more in play with the **Loyal** trait gain +1 to all of their non-zero skills.

With so many heading west, those who remain gather their most loyal men.

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