

Most Recent Rulings

Actions

- When an action says "once per turn", it may only be used once per turn, even if the first attempt is cancelled. For example, if Kheired-Din uses his react, and it is cancelled with Will Do You No Good, he may not use it a second time that round. [EY, digest, 10/13/01]

Two Dagger Dirk

- Can change the type of attack from Riposte but not Panzerhand; you play the Riposte from your hand, but not the Panzerhand. [EY, digest, 10/09/01]

Sabotaged Sails

- Cannot be used to stop Jillison Brown. [RG, digest, 10/01/01]

Up and Ready

- If the crew is sunk during the boarding, they have the skeletal trait, and would adhere to any skeletal rules (such as going to the discard pile). This includes any abilities (i.e. Iken of Venderheim (exp)) [EY, digest, 10/12/01]
- You may pay extra costs associated with hiring that crew (i.e. Talia del Emelia) which may give them additional abilities. [RG, digest, 09/30/01]

Alister McGurk

- Should read "..the Sailing cost to attempt a boarding". (ed: Can still be cancelled by paying your SMC) [EY, digest, errata, 09/24/01]

Bloody Bonnie McGee

- Should read "You may attempt a boarding...". (ed: Can still be cancelled by paying your SMC) [EY, digest, errata, 09/24/01]

Canceling

- Any references to a "yellow flag" as a cancel cost, mean a "blue flag" for cards printed from Iron Shadow onward. [RG, digest, 09/21/01]

Paying a Cost

- Overpaying a cost means producing more skill than is necessary. However, once a cost has been met (at minimum), the results are produced. You can't simply keep paying a cost ad-nauseam. Order of producing skill is very important. For example, with Sea Chantey you could tack a crew with 1 sailing, and then a crew with 4 sailing to move a 4 cost ship (producing 5 sailing and untacking the 4 sailing cost crew). If however, you tacked the 4 sailing crew first, the cost is paid in full, and you couldn't additionally tack the 1 sailing crew. [RG, digest, 09/20/01]
- Any effect which reduces a cost is considered to have a minimum 0 clause unless otherwise noted. [RG, digest, 09/21/01]

Sergeant Benitez

- May use his ability to have a skeletal crew absorb hits in the 7th Sea. [RG, digest, 09/20/01]

Tracey Anvilin

- May still attach swordsman knacks if Pitching Decks is played. [RG, digest, 09/18/01]

Boarding

- You may only pay your SMC to cancel a boarding, if your opponent has paid their SMC to begin it (rulebook). If a boarding is created by a card effect (i.e. Ambush Boarding, Massacre), it must be cancelled by a card effect (or innate cancel cost). Using cards such as Line and Winch to produce sailing towards your SMC however does not count as using a "card effect to begin a boarding". [EY, corr, 09/17/01]

Ambush Boarding

- Still requires a card effect to stop the boarding. It begins a boarding, skipping the normal opportunity to pay your sailing cost an cancel it. [EY, digest, 09/17/01]

Crew

- A crew which has had its stats increased upon hiring (i.e. Talia del Emelia), is still considered to have the same printed cost on the card. They can be affected by Merchant Ship, etc. [RG, digest, 09/17/01]

Captain Necros

- May use Gold Only Buys Obedience in conjunction with his ability, he is still hiring crew. [EY, digest, 09/17/01]

Adventures

- Traits on adventures are no different than other traits - they are always in effect. So, Mark of the Grumfather, for example, is still a sorcery knack until it hasn't been completed. [EY, corr, 10/08/01]

Experience Has Its Rewards

- May only be played in a duel where the duel specifically says "a crew is pushed forward". [RG, digest, 09/11/01]

Ahmed Khalid

- May be used on himself. [RG, digest, MRP ISW, reversal, 09/10/01]

Experienced Crew

- Reprinted Captains are not considered to be experienced unless they have the experienced trait. [RG, digest, 09/10/01]

Comte Robert Méchant

- Cannot use his ability with Up and Ready, the crew isn't skeletal yet. [EY, digest, 09/07/01]

Syrneth Power

- The two extra hits are part of the normal modifiers. If a cannon attack is reduced to 0 (i.e. Ward of the Albatross or Bad Powder), it still inflicts 2 extra hits. [RG, digest, 09/06/01]

Johnny Terwillinger

- A player may use Fine Galley to boost the swashbuckling of a crew which is absorbing hits. [EY, digest, 09/05/01]
- You may absorb the hits with action cards as long as they are not played in reaction to "suffering hits". [EY, digest, 09/05/01]

Chantey

- If a second Chantey is being played, and it's cancel cost is paid, the first Chantey stays in play. [EY, digest, 09/05/01]

Sealed Deck

- Black Freighter captains may hire non-BF crew. [EY, digest, reversal, 09/05/01]

Advanced Swordsmanship

- Is no longer a knack. No longer counts against additional knacks that a swordsman attaches. [EY, digest, reversal, MRP ISW, 09/05/01]

Edouard du Chevalier

- May use his ability to have a Montaigne Musketeer absorb hits in the 7th Sea. [RG, digest, 09/04/01]

Untacking a Crew

- When a card effect refers to a "crew untacking", it means during the action phase (unless it says otherwise). [EY, corr, 08/30/01]

Errant Match

- Should be played during the action phase. [EY, digest, 08/31/01]

Cross Of Virtue

- Is not unique and it no longer an item. [EY, digest, MRP ISW, 08/30/01]

Vincenzo Caligari

- Costs 3 inf. [EY, digest, MRP ISW, 08/30/01]

Take No Prisoners!

- You no longer have to sink a crew to play this. [EY, digest, MRP ISW, 08/30/01]

Felipe Jose de Granjero

- May be used with Captain Mararetta. [EY, digest, MRP ISW, 08/30/01]
- May be used more than once per game. [EY, digest, MRP ISW, 08/30/01]

Steal Their Wind

- Increasing a sailing cost is different than increasing a SMC. Therefore The Strange Skies is affected by it. [EY, digest, 09/30/00]

Seizing the Frothing Sea

- Should read ".has +4 Swashbuckling while in The Frothing Sea". [EY, digest, errata, 08/30/01]

Boarding

- If a boarding only lasts a certain number of rounds, it can still be ended early if both players pass. [EY, digest, 08/29/01]

Hits

- After hits are inflicted, they are immediately suffered (there is no gap in time). Play doesn't continue until the hits are fully resolved. [EY, digest, 08/29/01]
- If you sink an opposing Captain, but still have hits to suffer, you still suffer them. This is only important in a multi-player game, as a single player game would end the moment the opposing Captain was sunk. [EY, digest, 08/29/01]
- Once you have suffered all the hits, you may no longer react to "suffering hits". There is no "suffering 0 hits". You cannot "overpay" while suffering hits. [EY, 09/19/01]

Card Effects

- If an card has 2 or more abilities, you ignore the text in the abilities you are not using (i.e. Mermaids, Dead Men Tell No Tales). [EY, digest, 08/29/01]

Dead Men Tell No Tales

- Increased cancel cost only affects the second action. [RG, digest, 08/29/01]

Mermaids

- Increased cancel cost only affects the second action. [RG, digest, 08/29/01]

The Vision Spreads

- If a crew may be hired by an alternate means (i.e. Henry the Clockmaker, Morgause Mercuri) they are not affected by The Vision Spreads when they are being hired using this method. [RG, digest, 08/28/01]

Pitching Deck

- Simply refers to the Swordsman trait being reduced to 0 (and any damage bonuses that trait may give). Additional bonus and hits caused by knacks already attached continue to work. They become Swordsman +0 (and cannot attach further knacks). [RG, digest, 08/25/01]

Fire Ships

- Since it has a variable cost, it cannot be reduced by Delaina Darling (exp). [RG, digest, 08/25/01]

The Massacre

- Hits inflicted by the "ramming" action must be suffered by the opponent first, and then the boarding begins. When the boarding is over, you suffer the appropriate hits from the same "ramming" card. [RG, digest, 08/25/01]

Would Be Gunners

- If more than one crew is producing cannon for a cost, and you duel the first crew (before the second has added their cannon to the cost) - when the duel is over, you may resume paying the cost with the second crew. [EY, digest, 10/8/01]
- Doesn't cancel the cannon attack. At the end of the duel the hits from the cannon attack must still be resolved. [EY, digest, 08/24/01]

El Fuego Negro

- Should read "Once per turn..". [EY, digest, errata, 08/23/01]

Long Hand

- Should be a Crew Attachment. [EY, digest, errata, 08/23/01]

Deck Cannons

- Should be a Ship Attachment. [EY, digest, errata, 08/23/01]

Cleaners

- Should be a Sea Attachment. [EY, digest, errata, 08/23/01]

Speak Softly

- Should be a La Boca Attachment. [EY, digest, errata, 08/23/01]

Leegstra School

- Should be a Crew Attachment. [EY, digest, errata, 08/23/01]

A Better Offer

- Should read "...not unaligned, the cancel costs of this card is increased by four". [EY, digest, errata, 08/23/01]

Unexpected Turn of Events

- Cannot be used against Betrayal since it is not an action. [RG, digest, errata, 08/22/01]

Enrique Orduño

- Bonus affects hits within a duel. [RG, digest, 08/19/01]

Duels

- Any card which lasts until the "end of boarding" also lasts until the "end of the duel". [EY, digest, 08/15/01]
- Starting a duel does not count as "beginning a boarding". [RG, digest, 08/15/01]
- Ending a duel does not count as "ending a boarding", or "when a boarding ends". [EY, 08/22/01]
- If a duel is initiated within a boarding, any cards which are affecting the boarding will affect duel (i.e. Into the Fray). [RG, digest, 08/19/01]
- A crew is always targeted in a duel, it is not always "pushed forward" (depending on the duel wording) [RG, 09/11/01]

I'm Not Left-Handed

- If played during a duel, it is discarded at the end of the duel. [RG, digest, 08/15/01]

Ernesto's Power

- Although he is considered a Sorcerer, he does not gain any sorcery knacks. [RG, digest, 08/14/01]

We'll Get Him Back

- You may not play this card when experiencing a crew (since you aren't hiring them through the normal process). [RG, digest, 08/14/01]

Card Effects

- Unless a bonus says it's permanent, it should be treated until "end of turn" (i.e. Signature Items). [EY, digest, 08/13/01]
- If a card grants a bonus until the end of turn, any additional cards played later in that turn may still benefit from the ongoing effects (i.e. Inquisitor Bascalle (exp)) . [RG, digest, 08/29/01]

Stench

- You must be able to play a boarding card in order to push Stench forward. [EY, digest, 08/13/01]

But Not In Vain

- If you are in the middle of suffering hits when you end the boarding, you still have to deal with the remainder of the hits. [RG, digest, 07/30/01]

Southern Trade Winds

- Does not lower your SMC when paying for actions which may result in you moving towards the Mirror (i.e. Predators of the Sea, No Escape). [RG, digest, 07/15/01]

Adventuring Galley

- When completing The Shattered Spear (ed. or other prize), you do not suffer any hits. Adventuring Galley completes the adventure paying all costs, if there was an adventuring cost. of 3 or less. [EY, digest, 07/15/01]

Undead Boarders

- See: Pete "Gang" Green (re: absorbing hits) [RG, 06/24/01]

Peter Silver (exp)

- Has the Swordsman +1 trait, and only inflicts 1 extra hit (ignoring the parenthetical card text). [EY, digest, 06/20/01]

The Coming Tempest

- "Performs an effect to cancel one of your actions which results in a boarding" refers to any action taken by another player, including paying your SMC, using a trait (i.e. Sabine Montjoy), playing an action card, or paying an inherent cancel cost (i.e. High Seas Boarding). [EY, digest, 06/19/01]
- "one of your actions" refers to any action taken by you, including paying your SMC, using a trait (i.e. El Fuego Negro), or playing an action (i.e. High Seas Boarding). [EY, digest, 06/19/01]

- If you pay your SMC to cancel a boarding, and it is canceled by The Coming Tempest you may continue to try and pay your SMC (or any other cancel cost) to stop the boarding. [RG, digest, 06/24/01]

Rulings on Cards

Actions-----

"...and He Makes Witty Repartee"

- Affects all your crew, not just your Captain. [EY, digest, 8/24/00]

"..and One for All"

- Should read: "..you may tack or sink a Crew that you control, other than your Crew in the Boarding attack..." [EY, digest, errata, 9/5/00]

Again Boys!

- Clarified: Can be used after an Ally produces a cannon attack in order to have one of your crew perform a cannon attack. However, you cannot use Again Boys to have a second Ally follow the first (see Cannon Attack) . [EY, digest, 04/02/01]

A Killer Revealed

- The Crew being discarded must be from play, not from your hand. [RG, digest, 04/01/01]

A Thousand Fires Alight

- Is boosted by control cards played later in the round (see Card Effects) [EY, digest, 04/16/01]

Artifact Leg

- Must attach to your Captain. [EY, digest, 06/20/01]

Away Boarders!

- If played after a duel, the hits inflicted target the opposing ship, unless your opponent sends up a defender in which case the hits resolve normally (eg. against the crew first). [RG, digest, 04/05/01]

Becalmed

- Does not prevent a player from playing Last Second Escape. The boarding/cannon is cancelled, however, the ship does not move because Becalmed prevents it. [EY, digest, 5/2/00]
- Does not prevent a player from playing St. Roger's Day. However, even though the cost is paid, there is no effect, and the ship does not move. [EY, digest, 5/2/00]

Back it Up

- Is used against cards which say "play when paying X skill cost to produce X skill points". It can not be used against cards which are used as damage absorbers (i.e. Speed Isn't Everything) [EY, digest, 3/29/01]
- May not be played when a crew produces additional skill points (i.e. Fine Galley, Prayer) because the crew is producing the extra skill, not the card. [RG, digest, 3/29/01]
- May be played if only part of a cost is paid without tacking crew (i.e. Carousing, Narrow Escape). [RG, digest, 3/24/01]

Backs to Wall

- Is played immediately after a crew is pushed forward to begin a boarding attack, but before the boarding attack is played. [EY, digest, 9/11/00]
- Clarification: Therefore you not lose a card that you would play as a boarding attack, nor is your crew tacked if you choose to end the boarding. [EY, digest, 12/06/00]

Becalmed

- Effects are not cumulative. Passing once would satisfy the effects of more than one. [EY, digest, 10/16/00]

Below the Waterline

- Is played when you produce cannon (before hits are suffered), whether or not the hits are inflicted (i.e. Into the Fog, Last Second Escape). [EY, digest, 11/8/00]
- May not be played after an action card which produces a cannon attack (i.e. 12/16/20 Pound Cannon Volley, Parting Shot). You didn't produce cannon for a cannon attack, you produced cannon for a card cost, which resulted in a cannon attack (see Cannon Attack). [RG, digest, 04/16/01]

Best Served Cold

- Crew coming into play from Best Served Cold must adhere to the normal rules of hiring crew. This means you cannot bring in a second copy of a unique personality, or a crew loyal to another faction (had the crew gotten into the sunk pile from the Fair Weather Friend). [EY, digest, 9/7/00]

- The crew is considered to be in play when used. So Captains who get and give bonuses', etc. would benefit from this crew returning. [EY, digest, 10/31/00]

- May not be used when entering a duel. [RG, digest, 02/16/01]

Betrayal

- Betrayal may target any other ship in the game, including ones in other seas. [DV, digest]

- A cannon attack may not be cancelled with Bad Powder once Betrayal has been played. [DV, digest]

- Now includes the word "target" [MRP BroadSides]

- Can be used against another Betrayal. [DV, digest 1/28/00]

- Betrayal does not change the nature of the hits (i.e. You can use Quick Tack to reduce the number of Betrayed cannon hits). [AEG, digest, FAQ, 6/12/00]

- When Betraying hits received from Challenge to a Duel, the hits are being redirected to a target ship. Since Ships cannot sink, all of the hits must be absorbed, overriding the card text. [EY, digest, 6/20/00]

- Any other "modifiers" to hits still exist after Betrayal has been played. For example, a cannon attack which has been affected by Skull Shot still has the effects of the Skull Shot after it has been Betrayed. [RG, digest, 04/30/01]

Blows Up in Your Face

- Only applies to Crew Attachments. [DV, digest, 5/1/00]

- Should read: ...tacks a Crew Attachment that is inflicting hits on you. [MRP Fate's Debt]

- Doesn't affect the use of The Pact of the Crimson Rogers. [RG, digest, 05/09/01]

Call to Duty

- Should read: ...Adventuring plus Swashbuckling. This card may not be used to inflict extra Hits during a Boarding. [EY, digest, errata, 9/20/00]

- When used on a crew that absorbs extra hits (i.e. Orem Greybeard) you only get the swashbuckling + adventuring, nothing additional - at that point you aren't tacking to absorb hits, you are using the action card instead to produce swashbuckling to absorb hits. [EY, digest, 10/25/00]

- May be used to absorb hits while in the 7th Sea. [RG, digest, 12/21/00]

- May be used by Skeletal Crew to absorb hits. [RG, digest, 12/21/00]

- The card is producing the swashbuckling, not the crew. Therefore you cannot play Tagging to stop it. [EY, digest, 3/19/01]

Canister Shot

- Inflicts "hits" not "cannon hits". [EY, digest, errata, 5/3/00]

Carousing

- Can be used to absorb a single hit by itself. [EY, digest, 5/10/00]

- Cannot be used to produce a single point of cannon for a 1 point attack, although it may be used as part of paying a cannon cost. [EY, digest, 6/20/00]

- Can be used when you are producing swashbuckling during a boarding for an additional hit. [EY, digest, 6/20/00]

- When being played, the discarded card goes to the discard pile first, and then the Carousing. [EY, digest, 8/29/00]

- Clarification: Since it can pay for part of the cannon cost of an action card, it may be combined with the ability of Capt. Reis to pay for the entire action (if it costs 1 cannon). [EY, digest, 11/13/00]

Cat O' Nine Tails

- If used on your captain, produces 3 extra skill and then causes you to lose the game by discarding your captain. [AEG, FAQ, 5/30/00]

Chain Shot

- Brutes, Bully Boys and other cards that absorb extra hits when tacked can absorb hits from Chain Shot even if they have a 0 in the targeted skill. They merely absorb the extra amount printed on the card. [DV, digest]

- Added: Once all Crew on the target Ship with a Sailing greater than 0 are tacked, all remaining Hits are reduced to 0 [MRP BroadSides]

Challenge To A Duel

- Only requires that the challenged crew is untacked. Your crew doing the challenge can be tacked. [EY, digest, 5/3/00]
- The crew involved in the duel tack at the end. [EY, digest, 7/17/00]

Clear the Decks

- Clear the Decks not only removes "lasting effect" cards such as Prepare for Boarding, I Fight Better Drunk etc, but it will also remove cards (Crew, Attachments, Captains, Ships) which have an ability which says "instead of a boarding attack" (Pistols, Muskets, Santino Medrano, etc.). These cards must have used their ability in order to qualify for removal. [EY, digest, 9/12/00]

Confusion on Deck

- Can be used to stop crew (Santino Medrano, etc.) who have abilities which allow them to do something "instead of a boarding attack". [EY, digest, 9/11/00]

Crossing the T

- Crew with both sailing and cannon can only produce one skill towards the cost, not both. [EY, FAQ, 7/26/00]
- Since there is no fixed cost, Captain Reis may not play it for 3 cannon and 3 sailing. [RG, digest, 04/11/01]

Cut the Ropes

- Cut the Ropes ends the Boarding, not just the Boarding Attack. To play other Boarding type cards, you must start another successful boarding. [DV]

Death from Above

- Death from Above cannot be followed by Dispatching the Scum because Death from Above is not a boarding attack. [EY, digest, 10/19/00]

Decks Awash

- Does not discard a crew which is "considered to have X attachment" (i.e. Cornelius Van Brock). [RG, digest, corr, 3/25/01]

Desperate Wages

- May not be used to overlay an experienced crew. You must hire the crew as normal. [RG, digest, 01/26/01]

Direct Hit!

- Must be played on a crew with an existing skill greater than 6 (adventures, attachments), not the current level (which may be raised due to actions). [DV, digest, 1/28/00]

Disarmed!

- May be played before a boarding attack during Challenge to a Duel. [EY, digest, 6/19/00]

Dispatching the Scum

- It means bonuses that let you inflict extra hits. All you get to use is raw Swashbuckling - not Swordsman bonuses or Prepare for Boarding! bonuses. [DV, digest, 1/28/00]

Down to the Nub

- When played on a cheap item which is paying a cost, you may use the same item a second time towards the cost. [EY, digest, 11/27/00]

Fire the Chase Guns!

- May not be played after a 12/16/20 Pound Cannon Volley. Cannon was produced for the action, not for the attack. [EY, digest, 02/07/01]
- Cannot be played after a Cannon Attack from an Attachment, Ally or Action. (see Cannon Attack) [EY, digest, reversal, 05/11/01]
- A Cannon Attack from an Attachment, Ally or Action may not follow Fire the Chase Guns!, only a Cannon Attack performed by a crew (see Cannon Attack) [EY, digest, reversal, 05/11/01]

Flogging

- May not be used on a crew that is already tacked. [RG, digest, 04/11/01]
- Should read "Tack one of your crew to draw 2 cards". [EY, errata, digest, 04/11/01]

Fresh Fruit

- May be played on a crew with 0 adventuring. [EY, digest, 02/20/01]

Ghouls Sneak on Board

- Refers to all completed adventures aboard a ship, regardless of what they are attached to. [EY, digest, 6/7/00]

Gold Only Buys Obedience

- May be used with There's More Where They Came From. [RG, digest, 02/03/01]
- May be used with Next of Kin. (see Hiring) [EY, digest, 4/2/01]

Good Use of Space

- May be played on "damage attachments" to prevent them from hindering your crew maximum. [RG, digest, 01/23/01]

Grape Shot

- Brutes, Bully Boys and other cards that absorb extra hits when tacked can absorb hits from Grape Shot even if they have a 0 in the targeted skill. They merely absorb the extra amount printed on the card. [DV]
- Added: Once all Crew on the target Ship with a Cannon greater than 0 are tacked, all remaining Hits are reduced to 0 [MRP BroadSides]

Guns Blazing

- More than one may be played upon entering a boarding [EY, digest, 9/12/00]

Helpful Advice

- Is considered an attachment. [DV, digest, 1/28/00]

Hiding in the Reefs

- Hiding in the Reefs damages the ship attempting to board, not the ship playing Hiding in the Reefs. [DV, digest, MRP BroadSides]
- If cancelled with The Better Part Of Valor (ed: or any other cancel card), you may not pay a regular SMC to cancel the boarding afterwards. [RG, digest, reversal, rulebook, 3/14/01]

High Seas Boarding

- Can be cancelled by Hiding in the Reefs, Steering Clear, and Last Second Escape. [EY, FAQ, 7/26/00]

Holy Vision

- May be played if you have no cards in your hand. [RG, digest, 01/29/01]
- If you have one card in your hand, you must discard it. [EY, digest, 01/29/01]

Into the Fray

- Condition changed to having a crew with Swashbuckling greater than 2. [MRP BroadSides]

I'll Be Taking That

- May be used to discard uncompleted item adventures. [RG, digest, 03/10/01]

It's a Trap

- Works against any action or ability which would sink or discard a sea attachment. It will also stop The Third Switch. [EY, digest, reversal, 10/4/00]

Kiss of Death

- You must pay the influence cost of the crew being hired. [EY, digest, 11/20/00]
- Although it may be used to hire a crew with No Attachments, as soon as the crew is hired Kiss of Death cannot attach to it, so it's discarded - and so is the crew. [RG, digest, 01/01/01]

Last Second Escape

- If an opponent has used Betrayal against your cannon attack, you cannot play Last Second Escape to avoid the hits. They are still Cannon Hits, but the Cannon Attack portion of the attack is over. [EY, FAQ, 7/26/00]
- If played while under the effects of Becalmed, you cancel the Cannon attack or Boarding attempt but do not move anywhere. [EY, FAQ, 7/26/00]
- If used during the "7th Sea" it will cancel the Cannon attack, but you do not move anywhere. [DW, corr, 7/14/00]

Launching the Falcon's Roost

- Does not move your ship in the 7th Sea. [EY, digest, 02/14/01]

Listen!

- Listen works against all crew attachments, and actions and adventures which have become attachments (i.e. Eyepatch, Eisen Cannons). [EY, digest, 06/07/01]

Locked in Death

- The hits you are suffering happen before your crew tacks at the end of the boarding attack. Therefore, your crew may tack to absorb those hits. [EY, digest, 11/27/00]
- After the hits you are causing are absorbed, your opponent may play Cut the Ropes (Phelan Cole XP, etc.), to end the boarding. Your crew is still tacked after the boarding is over. [EY, digest, 11/27/00]

Low on Shot

- A crew who has been targeted with Low on Shot cannot be targeted with Good Shot because they have a skill of 0. [DV, digest, 1/28/00]

Mad Martin's Tattoos

- May still be played after Bad Maps. [RG, digest, 02/18/01]

Major Hull Damage

- Cannot be sunk with That Hurts! (card text) [EY, digest, 6/9/00]

Man the Bilge Pumps

- Must be played only after all hits have been absorbed. [DV]
- Clarification : Man the Bilge Pumps cannot be used in the middle of absorbing hits, while you are still suffering hits. You must note the word "Crew" and the lack of a determiner here. It says once you have tacked "Crew." Meaning both single and plural. That means that the card is played once all of hits have been absorbed by one or more crew. [AEG, FAQ, 5/30/00]

Minor Hull Damage

- Cannot be sunk with That Hurts! (card text) [EY, digest, 6/9/00]

Misfire

- The hit from Misfire may be absorbed as normal. The crew tacking for the cannon attack does not have to absorb it. [DV]

My Last Bit of Luck

- May be used anytime a cancel cost is played, not just cancel costs in red flags (i.e. Sinking a crew with Better Off Chum). [RG, digest, 3/21/01]

Mutiny

- Crew that have no faction alignment are NOT affected by Mutiny. [DV]

Nasty Bit O' Luck

- Only refers to the next action taken, not the action phase. Both players must still pass to end the round. [EY, digest, 01/29/01]
- When used against the Santa Cecilia, it only stops the action associated with the Free move. It doesn't stop the ability of the ship itself. [RG, digest, 05/24/01]

Next of Kin

- More than one may be played in reaction to a crew being sunk. [RG, digest, 02/01/01]
- May not be used to further reduce the cost of a crew being played with There's More Where They Came From. [EY, corr, 02/05/01]

No Survivors!

- Has no effect on an Espera who was brought into play for 0 because of Dalia. His influence was 0 at the time he was brought into play only, and not at any other time. [EY, digest, 8/18/00]
- Affects cards in play whose current influence (with continuous modifiers i.e. Posh Quarters) is less than 3, not cards who may have had their influence cost reduced when they were brought into play (i.e. Gold Only Buys Obedience). [EY, digest, 8/18/00]
- If cancelled, (i.e. Confusion on Deck) your Captain remains tacked. [RG, digest, 02/13/01]

Panache

- Can prevent a point of damage outside of a boarding [EY, digest, 5/18/00]
- May be used during a boarding to absorb and inflict hits. [MRP Scarlet Seas, errata, 9/24/00]

Parting Shot

- Only costs 1cannon + SMC for Captain Reis. [EY, digest, 02/20/01]

Poor Jack

- The attachments are moved immediately after the crew is sunk, therefore you may play Poor Jack before untacking your Captain with The Scarlet Hook of Madness (ed. or Reggie Wilcox (exp)). [RG, digest, 07/03/01]

Press Gang

- May be combined with Posh Quarters. [RG, digest, 12/18/00]
- Does not allow crew which are loyal to another faction to be placed on your ship. [RG, digest, 01/04/01]

Purple Heaves

- Can only be used to discard one crew in response to Bjornsson's Horn. [AEG, FAQ, 3/18/00]
- Clarification: The Action phase is between determining initiative and the draw phases. Purple Heaves can be used against crew untacking to enter a boarding (i.e. Andre Levovich, Thordis Bjerregaard) [EY, digest, 9/26/00]

Queen of the Sea

- Added wording "inflict". [MRP BroadSides]

Ramming Speed

- The ship playing Ramming Speed MUST be in the same sea as the target ship. [DV]
- Added wording "inflict". [MRP BroadSides]
- If the move cost of the ship being targeted changes before you suffer hits (i.e. opponent plays Major Hull Damage to absorb the hits), you suffer hits based on the new move cost, not the original move cost. [RG, digest, 01/27/01]

Reporting Drunk

- May only be used against a crew that is "being hired", not a crew that is being "put into play" (Press Gang, Lt. Juan). [RG, digest, 01/30/01]
- May only be used to tack Scorchmark Van Hoffman (and stop his ability) if you have the initiative and may play the first react. Timing wise they happen at the same time. [EY, digest, 04/05/01]

Rough Voyage

- Added wording "inflict". [MRP BroadSides]

Run 'em Down Boys

- When played on Skeletal Saboteurs who are being discarded by using their ability, does in fact send them to the sunk pile. [EY, digest, 11/16/00]
- When played on any crew with the Skeletal trait, which is being discarded from play (as opposed to sunk), does in fact send that crew to the sunk pile. [EY, corr, 11/20/00]
- May be used on a crew being discarded from a Cat O' Nine Tails. [EY, digest, 02/15/01]
- May be used any time that an opposing player discards a crew, including Log of the Black Freighter and Reggie Wilcox (exp). [RG, digest, 06/01/01]

Sabotaged Sails

- Does not stop sailing produced by Grappling Hooks. Grappling Hooks is producing the sailing, not the crew. [EY, digest, 10/3/00]

Sea Chantey

- Since you can overpay any cost, you can produce, for example, 4 sailing - by tacking a crew with 1 sailing, and then a crew with 4 sailing. This allows you to play Sea Chantey to untack the crew with 4 sailing. [EY, digest, 9/26/00]
- May be played as soon as the sailing is produced (react), this means you could reuse the same person twice when paying for a sailing based action (i.e. Crossing the T) [EY, digest, 10/25/00]

Shot Across the Bow

- Can be used multiple times in response to one cannon attack. [EY, digest, 5/8/00]

Skull Shot

- May be played in combination with Chain Shot or Grape Shot. (ed: This would cause you to tack sailing/cannon but only absorb hits equal to swashbuckling) [RG, digest, 12/19/00]

Slip of the Tongue

- If a crew producing influence is combined with a Cat O' Nine Tails, the crew produces 3 extra influence if the Slip of the Tongue is played before Cat O' Nine Tails. If played after, the crew produces no influence. It depends on the initiative order of playing reactions (see Timing). [EY, digest, 10/5/00]

Slow Tack

- Any action which increases cannon attacks affects Sea Attachments and Ally cards as well (those that produce cannon attacks). [EY, corr, 10/23/00]

Sniper

- May be used to stop crew (i.e. Cutthroats) from sinking for extra damage in a boarding. [EY, digest, 04/03/01]

Stealing the Falcon's Roost

- Modifies your ship's move cost, it does not modify your "printed move cost". [EY, digest, 01/29/01]
- Does not affect the crew max of the Homeward Arrow. [EY, corr, 02/05/01]

Steal Their Wind

- If used in conjunction with Chain Shot, and the player chooses to absorb the hits with sailing, they must produce an extra 2 sailing before absorbing hits. [DV, digest, 2/23/00]
- Only costs 3 sailing to cancel, not 5. The effect only takes place after the cancel cost isn't paid. [DV, digest, 4/13/00]

Tagging

- Will stop bonuses caused by Leegstra School, I Fights Better Drunk or any card which directly affects swashbuckling. It will not stop bonuses such as a swordsman's bonus, special abilities (Thomas Metzger, Mabela, etc), attachments (Cargo Hook, etc), bonuses from ships or ship attachments. [DV, digest, 3/16/00]
- Does not affect "inflicting hits" [EY, corr, 5/15/00]
- Can be played in response to your opponent tacking a crew to absorb hits. This will work like a mini Padre Alfonso, but will not effect their abilities to absorb extra hits or hits absorbed by sinking a crew. [AEG, FAQ, 5/30/00]
- You are stopping the production of swashbuckling, not any additional hits absorbed when tacking (i.e. Orm Greybeard). [EY, digest, 10/26/00]
- Works when a crew is tacking, therefore it cannot stop hits being inflicted during a boarding, as you aren't tacking to inflict the hits. [RG, digest, 12/15/00]

Take it Like a Man

- Take it like a Man may not cancel a Take it like a Man. [DW]
- Cannot be used against Bad Powder, as it reacts to suffering hits, and Bad Powder reacts to producing cannoning. [EY, digest, 5/2/00]
- Will not cancel Last Second Escape. LSE is targeting the cannon attack being made on your ship, not the hits you would be suffering. [EY, digest, 7/14/00]

The General's Tactics

- Tacking a crew is part of the cost, and the crew remains tacked even if the action is cancelled. [RG, digest, 05/08/01]

There's More Where They Came From

- More than one may be played in reaction to a crew being discarded or sunk. [RG, digest, 02/01/01]
- Puts Crew into play outside the normal "hire action". Therefore it may be used during a boarding. (ed: You must still adhere to the limitations of hiring as per errata) [EY, digest, 12/11/00]
- Should read: ...to immediately hire a Captive Crew in your hand. [EY, digest, errata, 05/09/01]

The Better Part of Valor

- May be used against another The Better Part of Valor (see Targeting). [RG, reversal, 03/26/01]

Too Close For Comfort

- May be played after Tagging (see Timing). [RG, digest, 12/25/00]

The Better Part of Valor

- Can be used against Hiding in the Reefs, and Unexpected Turn of Events [EY, digest, 5/18/00]
- Cannot be used to stop a Chain Shot or Grape Shot. They target the cannon attack not your cards. [AEG, FAQ, 5/30/00]

The Great Grey

- Added wording "inflict". [MRP BroadSides]

The Living Storm

- Added wording "inflict". [MRP BroadSides]

The Witches Return

- It doesn't matter who played the Chantey that gets sunk. [RG, digest, 04/01/01]

The Wrath of Reis

- Can be used against Felipe Jose de Granjero (reacts to the word tacking), [EY, digest, 8/18/00]

Three Fate Witches

- Targets all Fate Cards in play [Errata, Scarlet Seas, 10/21/00]

Throw me the Whip

- Can be used to move a cannon item adventure to another crew member. [DV, digest, 1/28/00]

Underwater Cave

- May not be used when a duel is being initiated by a reaction (i.e. Orf Helfir (exp), Miguel Sandoval de Castillo). [EY, digest, 06/04/01]

Unexpected Turn of Events

- Cannot be used in reaction to Challenge to a Duel. Challenge only begins the duel, it does not inflict hits. [DV, digest, 4/12/00]

Vodanken

- Added wording "inflict". [MRP BroadSides]

Walk the Plank!

- May be played after a failed attempt at boarding. [EY, digest, 6/8/00]

Will Do You No Good

- Works against any react, including a ship's free move. [RG, digest, 3/25/01]

Would Be Gunners

- May be used during a cannon attack, not just cannon action cards. [EY, digest, 12/11/00]

Would Be Traders

- If multiple Would be Traders are used at the same time, hits caused as a result must be dealt with individually. You cannot tack one crew to absorb 6 hits for example. [EY, digest, 8/18/00]

Wounded

- If used in conjunction with a crew that untacks when entering a boarding (Andre Levovich, Thordis Bjerregaard), you can react to the trigger of entering the boarding twice. First, you remove the Wounded. Second, your opponent passes. Third, you can untack your crew. [DV, digest, reversal, 4/14/00]

- Thordis Bjerregaard cannot use her ability twice per turn (ed: card text) [EY, corr, reversal, 5/15/00]

- Cannot be played on a crew with the No Attachments trait. [EY, digest, reversal, 9/15/00]

"X" Almost Marks the Spot

- May not target completed adventures. [EY, digest, 01/31/01]

Adventures-----

Faerie Path

- Your opponent moves their ship to an adjacent sea, but doesn't have to pay their SMC to do so. [RG, digest, 06/18/01]

Foul Weather Jack's Treasure Map Part I

- May not be used independently for a cannon attack, but may be used independently for an action card or other cannon cost. [EY, digest, 02/12/01]

- Cannot be used in conjunction with Swivel Gun to inflict extra hits. [RG, digest, 05/11/01]

- Helps pay cannon skill costs, so it could be used with actions that have a cannon cost (i.e. 12 Pound Cannon Volley). [RG, digest, 05/11/01]

Foul Weather Jack's Map, Part IV

- May be used to absorb a hit by itself. [EY, digest, 05/10/01]
- May be used to increase the hits being inflicted by a crew during a boarding. [EY, digest, 05/10/01]

le Beau's Compass

- The adventure is put into play uncompleted, as if it came from your hand. [EY, digest, 02/08/01]

Nibelungen Forge

- Does not increase the hits produced by Joseph Gallegos de Avila. He is inflicting the hits, not the attachment. [RG, digest, 05/23/01]

Ring Of Villainy

- Can be used anytime hits are inflicting during a boarding, not just with a boarding attack (i.e. Red Thorfield). [EY, digest, 10/25/00]
- May be used while inflicting hits during a Duel. [RG, digest, 01/17/01]

Sails Of Wind

- If you enter a sea, and a player reacts with Maureen Leveque and Bloody Bonnie McGee to begin a boarding, once the boarding is over you will be able to use the ability of the Sails of Wind. [EY, digest, 5/9/00]

Syrneth Powder

- Effects any cannon attack, including those created by attachments. [RG, digest, 01/17/01]
- Affects action cards which produce cannon attacks (i.e. 12/16/20 Pound Cannon Volley). [EY, digest, 02/07/01]

The Third Switch

- If the completion of this adventure is cancelled by It's a Trap, it remains in play. [EY, digest, 9/11/00]
- If completed in a sea which contains both Sea Attachments which can be discarded from play by an action or card effect, and those that can't, only those which can be discarded, are. [EY, digest, 9/11/00]
- When completed goes to the discard pile. [EY, digest, 10/4/00]

Attachments-----

Advanced Swordsmanship

- Effects are cumulative. [AEG, FAQ, 5/30/00]

Adventuring Galley

- Completes adventures for the lower cost if you are using Allende as your captain. [EY, digest, 5/2/00]
- Should have the words "without cost" added to it, because it is an action. [EY, digest, errata, 7/24/00]
- Cannot be used to complete Through the Magic Mirror (card text). [EY, corr, 10/23/00]
- Your ship doesn't have to be in the sea where Adventuring Galley is completing the adventure. [RG, digest, 01/05/01]

Aldana School

- Should read: React: Tack Aldana School immediately before this Crew's opportunity to play a card during a Boarding Attack to draw three cards. Place

one of these cards in your hand, then discard the others.. [EY, digest, errata, 8/24/00]

Armed Sloop

- Must move and fire. [EY, digest, 12/11/00]

Bad Surgeon

- You can discard a card such as Eyepatch from your Captain to put Bad Surgeon into play, but you cannot discard a damage attachment card from your ship (other attachments are ok) [EY, digest, corr, 04/18/01]

Barracuda

- If a crew is sunk from the Barracuda it may not absorb any other hits while sinking. A crew may be sunk outright (without tacking) to avoid this. [EY, digest, 04/12/01]

Basic Swordsmanship

- When played on a crew who currently has the 'Swordsman' trait, gives them the trait twice, but they only gain the benefit once.. [EY, FAQ, 7/26/00]

Billy Bones

- See the General Rulings/Crew Maximum section.
- Affects Gosse's Gentlemen faction. [DV]

Brenden Stratford

- Should read: "Explorer Captain Attachment" [EY, digest, errata, 9/5/00]

Blockade

- Should read: "Tack Blockade to target a ship in this sea..". [EY, digest, errata, 9/5/00]

Cafe of Broken Dreams

- Only affects crew currently in its' sea when it is used, however the effects last until the end of the turn, even if they leave the sea. [EY, digest, 10/16/00]

Captain Reis (captain)

- When using his ability to pay the discard cost of an attachment which may be discarded by a combination of cannon and swashbuckling (i.e. Armed Brig) - basically the first point of cannon would count as 4, and then everything else is on a 1 for 1 basis. This means you could pay the remainder with additional cannon or swashbuckling. [EY, digest, 11/21/00]

Cat O' Nine Tails

- Effects are not cumulative. You cannot use two (or more). [DV, digest, 1/28/00]
- May be used on your Captain to produce 3 extra points of skill. You then lose the game, because you have to discard your Captain. [EY, FAQ, 7/26/00]
- If used on your captain, produces 3 extra skill and then causes you to lose the game by discarding your captain. [AEG, FAQ, 5/30/00]
- You may only use Cat O'Nine Tails once per crew. [MRP, Scarlet Seas, 8/31/00]
- May not be used on a crew to produce influence to hire another crew when you are already at crew maximum. [EY, digest, 11/27/00]
- If used on a crew which absorbs extra hits when tacking, those hits are absorbed before the crew produces the extra swashbuckling from the CONT and is discarded from the CONT's effect. (see Timing/Traits). [RG, corr, 02/05/01]

Charter (Explorer Letter of Marque)

- Gives +1 bonus to all skills of a Captain with Cutlass of Command attached. [EY, digest, 8/18/00]

Cheap Cannons

- Should read "React:". [EY, errata, digest, 11/27/00]

Cheap Cutlass

- Should read "React:". [EY, errata, digest, 11/27/00]

Cheap Tools

- Should read "React:". [EY, errata, digest, 11/27/00]

Cutlass

- Has an adventuring cost of 4. [MRP, Reaper's Fee]

Eye of Reason

- Affects completed adventures (providing no skill bonus) [EY, digest, 03/05/01]

Fate's Web

- Effects are cumulative. [EY, digest, 10/9/00]

Fine Galley

- See General Rulings/Paying a Cost
- Cannot be used when sinking a crew to absorb hits, or when inflicting hits during a boarding. [EY, corr, reversal, 5/15/00]
- Can be used when tacking a crew to absorb hits. [DV, digest, 2/25/00]
- Cannot be used to pay a cost by itself, and must be used in conjunction with a crew. [AEG, FAQ, 3/18/00]
- May not be used to increase the swashbuckling or adventuring being produced when paying for Call to Duty or Fresh Fruit. [RG, digest, 04/26/01]

- May be used to increase skill on an opponent's crew. [RG, digest, 06/07/01]

Grappling Gun

- Cannot be used when entering a duel. It's used when "entering a boarding", not "boarding attack". [EY, digest, 5/8/00]

Hammocks

- Works on the Uncharted Course. [EY, corr, reversal, 05/15/00]
- If removed by a card effect does not force you to discard crew (See General Rulings/Crew Maximum). [EY, FAQ, 7/26/00]

Hidden Knife

- Has an swashbuckling cost of 4. [MRP, Reaper's Fee]

Jean-Marie Rois-et-Reines

- May be used to prevent Felipe Jose de Granjero special ability. [EY, digest, 8/30/00]
- May be used to prevent Tyree the Worthless' special ability (see Paying a Cost). [EY, digest, 01/09/01]

Kalem the Believer

- Should read: "Once per turn, Untack Kalem.." [EY, digest, errata, 9/5/00]

Kheired-Din's Secret

- You move, then you suffer the hits. In order to be used with Tar, Tar, and More Tar you have to be going to a sea without anyone in it. [EY, digest, 10/23/00]

Naval Sanction (Castille Letter of Marque)

- Cannot be put into play after playing Challenge to a Duel. [EY, digest, 5/22/00]

Pack 'em In

- May be played on a Captive Crew with the No Attachments trait. [MRP, Scarlet Seas, 8/31/00]

Porte Ward

- May be used during a duel. [EY, digest, 06/22/01]

Port Master

- Since it's a Captain Attachment the Captain is the crew being tacked. [EY, digest, 10/31/00]

Pulling Through

- Should read: "React: Discard this card before you complete an Adventure to target one of your Adventures up to a number of Seas away equal to

this Crew's Porte. You may immediately complete that Adventure as if your Ship were in that Sea by paying all costs. [EY, digest, errata, 7/24/00]

Quarantined Port

- Only effects hiring crew in the sea that was targeted. If you move to another sea, you may hire crew. [RG, digest, 3/22/01]

Queen Eleanor

- You may overtake to absorb hits in order to use this ability. [EY, digest, 9/26/00]

Rabbit's Foot

- Cannot be used to change a boarding attack during a boarding. It is intended to be used by cards which require the discarding of the top card of your deck (Foul Weather Jack, Grimmey Stubbs, etc). [EY, digest, 9/11/00]

Rum Runners

- Increases swashbuckling on all crew for the remainder of the turn, even those crew hired after it's effects are in play. [EY, digest, 11/16/00]

Scatter Pistol

- May not be used when entering a duel. [RG, digest, 01/23/01]

Shore Knowledge

- Can be placed on Through the Magic Mirror even though it doesn't have an adventure cost to complete (ed: or any other adventure without an adventure cost) [EY, corr, 10/23/00]

Snow Leopard

- Is only used when you are drawing more than one card. [EY, digest, 04/02/01]
- Refers to the drawing of cards after a defender's boarding attack. [EY, digest, errata, 06/06/01]

Swivel Gun

- Can increase a cannon attack by 1. [RG, digest, 01/17/01]

The Curse (Black Freighter Letter of Marque)

- Your non-skeletal Captain counts towards the requirements for entering play. [EY, digest, 11/17/00]

The Guiding Gem of Hierro

- Should be a react. [EY, digest, errata, 01/30/01]

The Witches' Shears

- Refers to influence skill, not influence cost. [EY, digest, 05/10/01]

Vile Temple

- Affects heroic crew in any sea, not just the sea to which it is attached. [EY, digest, 02/12/01]

We're Doomed

- Increases the hits being produced, but does not produce the extra hits itself, so it cannot be used with Robin Goodfellow. [EY, digest, 06/24/01]

Chantey-----

Lyin' Johns Fate

- Sends Skeletal crew to the sunk pile. [RG, digest, 06/18/01]
- Sends crew cards which have been discarded from your hand to the sunk pile. [RG, digest, 06/18/01]

Lyin' John Flees

- Should read: Any player may sink this chantey by paying 4 cannon as an action. While this Chantey is in play, a player may not perform an action that results in a cannon attack if he or she has already performed one this turn. [EY, errata, MRP Iron Shadow, digest, 06/11/01]

Rewrite the Rules

- Replaces the entire card drawing phase (whether you would have drawn 3, 3+1 or whatever). You do not get additional cards from The Lure of Gold or Berek for example. [RG, digest, 06/23/01]

Through the 7th Sea

- Does not make The Mirror and The Trade Sea adjacent. Cards such as Northern Trade Route and Southern Trade Route not allow you to move from one to the other. [RG, digest, 06/18/01]
- You must pay your current SMC (whatever it is) in order to move your ship from the Mirror to the Trade Sea (or vice versa). Cards which provide benefits for moving towards one or the other (i.e. Southern Trade Winds) does not reduce your cost to use Through the 7th Sea. [EY, digest, 07/13/01]

Vendel Sorcery

- Affects both play and cancel costs. [EY, digest, 04/01/01]
- Affects all skill costs, not just those in yellow flags (i.e. Villskap costs 0 adventuring), [EY, digest, 04/09/01]
- Should read: The skill cost to play, cancel, discard, sink or perform an ability on a card with the Weather trait is reduced by 2 (minimum 0). [EY, digest, errata, 04/30/01]
- Affects attachments being brought into play. [EY, digest, 04/30/01]
- Does not affect Savage Storm whose cost is not an ability, it's a trait. [EY, digest, 04/30/01]

Crew-----

Alec Mercer

- Affects any ship which currently has more crew than it's printed maximum for any reason (Hammocks, The General, Dorf). [EY, digest, 01/29/01]

Alesio

- May not move "sea specific" sea attachments to another sea (i.e. You can't move a La Boca Sea Attachment to the Frothing Sea). [RG, digest, 12/30/00]

Allende (captain)

- Only grants the ability of "being in the sea with the cheaper completion cost". If other conditions must be met to get a lower cost, his ability does not help (i.e. requiring The River be in play). [EY, digest, 10/16/00]

Andre Braudel

- Cannot use his ability to absorb hits during a boarding, as the hits being suffered are not the result of an action [EY, digest, 5/15/00]
- Can use his ability to absorb hits from Canister Shot (see Canister Shot) [EY, digest, 5/24/00]
- Cannot use his ability in a duel. [RG, digest, 02/27/01]

Andres Donovich

- Gains the bonus from Face, Eye, Hand, or Leg card attachments immediately. For example, when suffering a 3 point cannon attack, you use Eyepatch to absorb to first hit. Andres immediately has 2Sw and can tack to absorb the remaining hits. [EY, digest, 8/18/00]

Babette

- Will not sink if she wins a boarding using Panzerhand. (see General Rulings/Cards that produce boarding attacks). [EY, digest, 8/24/00]

Babette (exp)

- May use her ability in a duel. [RG, digest, 3/23/01]

Barnacle Pete

- Gains a bonus to his skills from Captain Bonnie first, and then his ability takes effect (ed. So his skills of 0 only gain +2, not +3) . [EY, digest, 9/11/00]

Benny Gimble

- May not have his influence and swashbuckling increased by any means (i.e. Captain Bonnie). [RG, digest, 02/11/01]
- Only reduces hits inflicted by crew, not by other means (i.e. Pistol, Asprey). [RG, digest, 04/26/01]

Bloody Bonnie McGee

- Bonnie's ability does not allow you to start a Boarding on a ship in a different sea when you have conducted a cannon attack against it by way of cards like Warship, Waylaid, of the General's Tactics. [DV]
- Bonnie's ability only gives you the opportunity to begin a boarding. You must still pay your SMC (ed: or other card effect) to begin a boarding. [EY, FAQ, 7/26/00]

Captain Bonnie (captain)

- Her ability is based on the crew's current skill level, not their printed (starting) skill. [EY, digest, 9/5/00]

Captain Melinda Gosse (captain)

- May not be used to untack herself. [EY, digest, 06/12/01]

Captain Necros (captain)

- Cannot start the game with any non-Black Freighter crew. [EY, digest, 9/5/00]
- Is an action which allows you to hire crew. [RG, digest, 01/01/01]
- You may not do it when you are at crew maximum. [RG, digest, 01/01/01]

Celedoine (exp)

- May use her ability against Dispatching the Scum. [EY, digest, 8/31/00]
- She tacks to reduce hits, not to absorb hits. This means she cannot untack with Man the Bilge Pumps. [EY, digest, 9/8/00]

Cornelius Van Brock

- If he has an adventure attached and is targeted with Decks Awash, you may not discard one of his "leg attachments". He is not discarded either. [RG, digest, 3/25/01]

Cutthroats

- Cannot sink for an infinite amount of absorption. It should be played as it's ability is a trait, and not a react. [AEG, FAQ, 5/30/00]

Delaina Darling

- Only affects cards which have gone to the discard pile by being cancelled or resolved. She does not affect cards that remain in play (such as during a boarding). [EY, digest, 5/22/00]

- Has no effect on cards played as a boarding attack during. When playing a card as boarding attack, you ignore everything except the boarding boxes. [EY, digest, 8/21/00]

Dunti (exp)

- Only the experienced version gains the First Mate trait, not any other Dunti cards on your ship. [RG, digest, 01/24/01]

- Gains the First Mate trait at the beginning of the game (while still in your deck), if your captain is Ernesto Castillus. [EY, digest, 01/25/01]

Edahgo (exp)

- Only grants his bonus until the end of the turn. [RG, digest, 01/31/01]

Elena Agnelli

- Can still be discarded or sunk if you have no other crew on board [RG, digest, 3/24/01]

Entertainers

- See Jillison Brown

Faisal

- Must be pushed forward as your first action in a boarding. You may not play any "instead of a boarding attack" cards first. [EY, digest, 02/12/01]

- His ability only refers to your first action (either as the attacker or the defender). If your opponent takes the first action, and you send up Faisal to defend, on your first action, you must send him up to fight again (if he is still alive). [EY, digest, 04/16/01]

Felipe Jose de Granjero

- Cannot use his ability when targeted by Dispatching the Scum. [DV, digest, 1/29/00]

- May be used in the 7th Sea. [RG, digest, 01/01/01]

Gino Napoli

- If you tack a second Gino Napoli as the crew requirement from the initial Gino, you do not get the bonus a second time. (ed: only 4 adventuring total, not 8 - though 2 Ginos with 2 other crew will give you 8) [EY, digest, 11/20/00]

Gustolph Hirsch

- Should read "Act:", not "React:". [DV, digest, errata, 4/14/00]

Hamish (exp)

- Affects both ships involved in the boarding. [EY, digest, 02/15/01]

- Ability works during a duel. [EY, digest, 02/15/01]

Henderson

- Cannot use his ability on himself (e.g. He cannot tack twice). [EY, corr, 10/23/00]

Hernando Ochoa

- You must discard down to 7 cards in the discard phase BEFORE discarding a card for Hernando. [DV]

Inil (exp)

- Should read "...performs a react instead of". [EY, errata, digest, 12/01/00]

Inil

- Should read "...performs a react instead of". [EY, errata, digest, 12/01/00]

Inquisitor Bascalle

- If a boarding is performed as the "next action", Inquisitor Bascalle's ability last the duration of the boarding. [EY, digest, 9/11/00]

Inquisitor Bascalle (exp)

- Affects crew being hired later in the turn (see Card Effects) [EY, digest, 04/16/01]

Jacob Faust

- Can use his ability when entering a sea with Sails of Wind. [DV, digest, 3/7/00]

Javier de Bejarano

- May use his ability when an opponent places a Skeletal crew on top of their deck using the Black Freighter's ability. [EY, digest, 12/11/00]

Jeremiah Berek (captain)

- Ability may be used any time you suffer hits, including a duel. [RG, digest, 02/07/01]

Jillison Brown

- His ability may be used to pay cancel costs both in the red box on cards, as well as in the text. [DW]
- May use his ability to cancel boardings [EY, corr, 5/15/00]
- May have the amount of canceling skill their ability produces increased by Fine Galley. [EY, corr, 9/7/00]

Jimmy Bass

- In order to use his extra cannon strength ability, you must SUCCESSFULLY board the opponent's ship. [DV]

Jorund Guttormson

- If you pay the discard cost, you may not play Run 'Em Down Boys. You are discarding Jorund, not the other player. [RG, digest, 05/29/01]

Kheired-Din (captain)

- Is not paying a cost when he uses his ability. [ed: so he cannot use Prayer]. [EY, digest, 5/2/00]
- May use his ability against Grape Shot and Chain Shot. [EY, digest, 8/21/00]
- Ability is a card effect, and may be used to stop hits in a boarding, even if he isn't the crew doing the boarding. [EY, digest, 11/8/00]

Korintine Nicolovich (exp)

- When attaching a Pyeryem knack, due to his trait, the knack attaches for free. [EY, digest, 06/18/01]

Kurt Weinberg

- May only attach a Cutlass, not any other card with the word cutlass in the title. [RG, digest, 01/30/01]

Long Tall Harry

- When producing sailing towards High Seas Boarding, the cancel cost is not increased by two. He is paying the sailing cost of an action to begin a boarding, not beginning a boarding by paying sailing. [EY, digest, 11/22/00]

Long Tall Harry (exp)

- Only raises the cancel cost of a traditional boarding, not one created by a card effect. [RG, digest, 3/23/01]

Lt. Juan Rodriguez de Soldano

- Should read: "When hiring Juan, you may..". [EY, digest, errata, 03/05/01]

Lt. Novak

- Stops all cannon attacks, no matter what the source - action, attachment, etc. [EY, digest, 02/05/01]
- Should read: "..you may not perform, or be targeted by any action which results in a cannon attack or boarding attempt." [EY, digest, errata, 0206/01]

Maria Forlani

- Only affects skill costs, not other costs or combination costs (i.e. Lure of Gold does not cost 3 adventuring and 1 crew). [RG, digest, 05/01/01]

Maureen Leveque

- Situation: A ship with a crew with Sails of Wind attached moves into the sea where Maureen Leveque is at.

Ruling: Maureen may fire at the ship before Sails of Wind is used if and only if Maureen's player has a chance to react first. i.e.: She had more sailing (or pulled cards) to go first at the beginning of the round. [DV]

- o Uses her ability before Sails of Wind due to wording of "when vs. after" [EY, corr, 5/15/00]
- Again Boys may be played after Maureen's reaction cannon attack [DV].
- Thomas Gosse's ability can be used to untack Maureen and use her ability twice. [DV]

Michel Rois et Reines

- Cannot discard Defense of the Motherland. It is a trait and is attached before Michel's ability may be used. [EY, digest, 12/04/00]

Miguel Sandoval de Castillo

- May only use his ability against the opposing player on ship in a boarding with you. It cannot be used in a multi-player game if two other ships are in a boarding. [EY, digest, 04/09/01]

Mike Fitzpatrick

- If a second Mike is put into play at the end of the turn by There's More Where They Came From (in response to the first Mike being discarded), the second Mike is immediately discarded as well. [RG, digest, 02/01/01]

Moldy Morris (exp)

- May use his ability during a duel. [RG, digest, 02/27/01]

Morgause Mercuri

- May not be bought by Captain Reis for 1 cannon (Editor: You are paying cannon to reduce an influence cost, you are not paying a cannon cost) [EY, digest, 04/11/01]

Padre Alfonso

- Can be used against Felipe Jose de Granjero (reacts to the word tacking), [DV, digest, 1/28/00]
- Cannot be used in conjunction with Dispatching the Scum, as the crew is not tacking. [DV, digest, 1/29/00]
- Cannot stop Nice Try!, Nice Try! is absorbing the hits, not the Captain. [EY, digest, 7/25/00]

Padre Alfonso (exp)

- Printed influence cost means before all other modifiers, including adventures, attachments, Gosse's ability, etc. [RG, digest, 04/30/01]

Pepin

- Should read: ...to untack one of your other crew.. [EY, errata, digest, 06/12/01]

Pepin (exp)

- Should read: ...to untack one of your other cards.. [EY, errata, digest, 06/12/01]

Pete "Gang" Green

- May tack to absorb hits in the 7th Sea. [EY, digest, 11/16/00]
- May not tack to absorb hits when Dispatching the Scum is played. [EY, digest, 12/04/00]
- May not tack to absorb hits when ...No Quarter! is played. [EY, digest, 12/05/00]

Paul du Paix

- Receives his bonus during a duel. [RG, digest, 02/28/01]

Red the Adventurer

- Only gains her bonus from attachment cards (green background), not cards which become attachments, or adventures. [EY, digest, 02/01/01]
- Produces 6 adventuring when using I've Seen Worse. She has 4 adventuring when it is announced that she is tacking for adventuring. It is not reduced until after the ISW is discarded and the cost is paid. [RG, digest, 04/11/01]

Red Thorfield

- Cannot inflict infinite hits. It should be played as a trait, not a react. [AEG, errata, FAQ, 5/30/00]
- May use his ability after losing a Duel. [RG, digest, 01/17/01]

Ricardo Ramos

- May only be cancelled when creating a cannon attack, not when paying cannon for an action which creates a cannon attack. [EY, digest, 02/15/01]

Rosamaria Falisci

- Cannot be used to end the turn when reactions are played during a duel. [EY, digest, 03/05/01]
- Cannot be used to end the turn when The Revenj draws cards when entering a boarding. [EY, corr, 03/05/01]
- Works when any number of cards are drawn. [EY, corr, reversal, 06/01/01]
- Does not affect Guy McCormick using his ability. [RG, digest, 04/26/01]

Rosamonde du Montaigne

- Cannot use her ability when a crew with 0 influence is tacking. [EY, FAQ, 7/26/00]
- May be used after Slip of the Tongue (see Timing). [RG, digest, 12/25/00]

Sabine Montjoy

- Her ability is a card effect, so it can be used against Ambush Boarding, Common Pier, etc. [EY, digest, 8/31/00]

Samuel Smitts

- Uses his cannon skill during Challenge to a Duel. [EY, digest, 5/30/00]
- Cannot use Gunnery at its Finest during a boarding to inflict extra hits, because you are not tacking to produce hits. [EY, digest, 7/26/00]

Scott Preston

- Does not increase the costs of action which result in a boarding (i.e. High Seas Boarding) [EY, digest, 05/10/01]

Sean McCorley (exp)

- Adds his bonus each time he inflicts hits during a boarding (i.e. Normal, Heroic Stand, Best Served Cold, etc). [EY, digest, 02/28/01]

Sebastiano Scogna (captain)

- The symbol on his card is decorative only. It does not represent a faction. [RG, 04/03/01]
- Is considered to have no faction, so he can't be targeted with Mutiny, Headed Out, etc. He also can't use Gold Only Buys Obedience. [EY, 04/02/01]
- May not start the game with anyone but unaligned crew (see Crew). [EY, digest, 04/02/01]

Sergeant Benitez

- Ability has a cost which must be paid, and is not cumulative. For example, if you have more than one Sergeant Benitez in play, your skeletal crew do not absorb 2 hits. You are activating his ability and paying a cost (tacking a crew) to absorb one hit. [RG, digest, 3/21/01]
- Ability may be used more than once per turn. [RG, digest, 06/03/01]

Stench

- Only affects crew opposing him in a boarding (either as the attacker or defender). [RG, digest, 01/07/01]
- Affects all uses of swashbuckling (tacking, sinking, paying a cost). [EY, digest, 01/08/01]

Tom Toblin

- Effects are cumulative. [RG, digest, 04/11/01]

Torvo Espada

- May reach his ability by using Riposte to produce a dagger attack, or Panzerhand to produce a punch attack. [EY, digest, 8/24/00]

Tyree the Worthless

- Cannot sink to hire a First Mate if your Ship is currently at crew maximum (See General Rulings/Crew) [EY, digest, 9/5/00]

Victor of Luthon

- Increases your opponent's Boarding and Cannon attacks as well. [EY, digest, 11/16/00]

Whalers

- Ability works when paying part of a cost (i.e. for a Control card). [EY, digest, 01/29/01]

Yr Hagin Bronsson

- Works when any number of cards are drawn. [EY, corr, reversal, 06/01/01]
- May use his ability in response to It Doesn't Matter. [EY, digest, 06/01/01]

Ships-----

Corazon del Castille

- Can be used to pay the cost for cards that begin a boarding, such as High Seas Boarding and Ambush Boarding. [DV, digest, 3/7/00]

- Should read: React: Tack when you are paying the Sailing cost to begin a Boarding or paying the Sailing cost of an Action card that creates a Boarding, to produce 5 Sailing. [EY, digest, errata, 9/5/00]

Fair Weather Friend

- Is still an Unaligned ship, even when being captained by someone from a faction. You cannot attach faction specific attachments to it. [EY, digest, 6/26/00]

Freedom's Key

- You may nominate any two captive crew not to count against your crew maximum (ed. This means other captive crew may be under the influence of Pack 'Em In) [EY, digest, 01/25/01]

Homeward Arrow

- May not have more than 5 crew for any reason (including The General). [EY, digest, 12/01/00]
- May not start with crew that don't count against your crew maximum, in order to have more than 5 crew. [EY, digest, 12/04/00]

Le Predateur des Mers

- Cannot use its ability to bring Allies into the "7th Sea" with it. [EY, digest, 7/26/00]

Santa Cecilia

- Provides an additional cannon attack, besides any other action that you may have used when entering a sea (including another cannon attack). [RG, digest 3/29/01]

Scarlet Roger

- May continue to pay 4 cannon to cancel a boarding which was begun by Long Tall Harry. They are not paying a cancel cost, they are producing an effect which cancels. [EY, digest, 11/22/00]

Strange Skies

- Is immune to the effects of Long Tall Harry. [EY, digest, 5/3/00]
- Is not affected by Major Hull Damage or Minor Hull Damage (clarified: they can be used to absorb hits and effect your crew max, but do not count against your move cost). [EY, corr, 6/30/00]
- Must pay the full 7 to cancel High Seas Boarding. The card does not increase the SMC portion, it requires extra to pay its cost. [EY, digest, 5/3/00]

The Discovery

- Can be used by itself to sail (ability), but cannot be used in conjunction with the "free" sail. [DV, digest, 1/28/00]

The Dolphin

- Swordsman may use The Dolphin ability as long as they are the one being pushed forward to initiate an boarding attack. They may not use the ability if the opponent has pushed forward a crew first (e.g. They are the defender). It doesn't matter if they are on the ship that began the boarding or not. [RG, digest, 3/23/01]

The Falcon's Roost

- May still use it's ability to cancel the cannon attack even if it's unable to move to an adjacent sea. [RG, digest, 01/19/01]

The Hanged Man

- May complete an adventure by itself. [RG, digest, 12/16/00]

The Revenj

- Does not allow you to draw two cards when entering a duel. [RG, digest, 04/26/01]

The Scarlet Roger

- It's ability is a card effect and can stop Ambush Boarding, Common Pier, etc. [EY, digest, 9/11/00]
- It's ability is considered a trait, not a react. Therefore it has to be used before any other reacts which may also cancel a boarding (i.e. Last Second Escape). [EY, digest, 06/08/01]

Uncharted Course

- Is not affected by Major Hull Damage or Minor Hull Damage (clarified: they can be used to absorb hits and affect your sailing, but do not count against your crew). [EY, corr, 6/30/00]

General Rules Questions-----

Actions

- "Passing" is a legal action (ed: and can be used in combination with a Ship's Free Move ability). [EY, FAQ, MRP, 7/26/00]
- When you want to play an action, the mechanic is as follows: 1) Announce 2) Pay 3) Resolve [EY, digest, 9/14/00]
- o Clarification: When you want to play an action, the mechanic is as follows: 1) Announce 2) Pay 3) Resolve. i.e. 1) You announce you are producing a cannon attack 2) You tack a crew to produce cannon (Below the Waterline can be played here) 3) Resolve. The cannon turns into hits and are inflicted. (Last Second Escape is played here) [EY, digest, 9/27/00]
- Action cards which produce an "effect", though it may be similar to a normal action, are treated differently. For example, when you play Ambush Boarding you are paying for an action which begins a boarding, you are not "beginning a boarding" (see Grappling Hooks). Likewise, Call to Duty is action which produces swashbuckling (which may be used to absorb hits), you are not "tacking to absorb hits". These are just two examples (of many), but the basis for many rulings, and the source of much confusion. [RG, digest, corr, 12/22/00]
- If your action is cancelled (by any means), you are still considered to have used your action. [EY, digest, 03/01/01]
- The following actions are not in order, and you may do each of them as many times as you wish (and can pay the costs for) during a turn: 1) Hire Crew 2) Experience a Crew 3) Play an Action 4) Put an Adventure into Play 5) Put a Chantey into play 6) Complete An adventure 7) Play an Attachment 8) Move your Ship 9) Make a Cannon Attack 10) Perform a Boarding 11) Discard a Crew 12) Discard an Adventure 13) Pass. [Reaper's Fee]

Adventures

- You cannot complete your opponents adventures. [EY, FAQ, 7/26/00]
- Adventures must be played the exact number of seas away, it is not a minimum. [EY, FAQ, 7/26/00]
- Uncompleted Adventures are not considered to be Sea Attachments. [EY, FAQ, 7/26/00]
- May be completed without tacking a crew if paid for with card actions (i.e. Carousing, Narrow Escape). [EY, digest, errata, 7/19/00]
- If the cost to complete an adventure is reduced to 0, you do not have to tack anyone to complete it - though you must spend an action to do so. [RG, digest, 01/19/01]
- Still provide their bonus if they are tacked. [RG, digest, 01/20/01]
- A completed adventure becomes an "attachment". It may also be referred to as "a completed adventure". [EY, digest, 01/31/01]
- Are not discarded if you cannot complete them (i.e. Bad Maps) [EY, digest, 03/01/01]

Attachments

- For L5R Players: You may target a tacked crew member with attachments (DW)
- Some cards, such as Attachments, have a title line which will say something like "Crew Attachment". Other cards start out as Action cards, then get attached to another card, like "Eyepatch". Such cards have wording along the lines of "...this card then attaches to one of your Crew...". Both of these types of cards are Attachments. [DV, digest, 4/4/00]
- Crew Attachments
- o There is no limit to the amount of attachments you can have attached to one crew (DW)
- o XXX Crew Attachment/XXX Captain Attachment (where XXX=Any trait/Any Faction) means it MUST be played onto the crew of that type/has that trait, and CANNOT be moved [DV, digest, 1/31/00]
- o Crew that have attachments do not have to tack to use them, unless they specifically say so (i.e. Special Gift, Long Hand). [EY, FAQ, 7/26/00]
- o Attachments cannot be moved from one crew to another. [EY, FAQ, 7/26/00]
- Control cards
- o Are considered Sea Attachments. They can be discarded with Michel Rois et Reines, Herje, etc. [DV, digest, 4/12/00]
- Sea Attachments
- o This Sea Attachment means the Sea you are currently in (and can later be moved by cards) [DV, digest, 1/29/00]
- o Sea Attachment means any Sea (and can later be moved by cards) [DV, digest, 1/29/00]
- o XXX Sea Attachment (where XXX=Any Sea name) means it MUST be played into the named Sea, however you don't have to be in that Sea to play it (it cannot be moved to another sea) [DV, digest, 1/29/00]
- o Can be discarded with a combination of cannon and swashbuckling [ed: instead of only one or the other] if it says # Cannon or Swashbuckling, but not if says # Cannon or # Swashbuckling. [EY, digest, 5/3/00]
- Ship Attachments

o The only action you cannot perform when you are at crew maximum is hire more crew (ed: In response to being able to play Posh Quarters, Minor Hull Damage, Major Hull Damage, etc. This means you can play any ship attachment even if you are at crew max, and that it doesn't affect your current crew). [DV, digest, 5/1/00]

- If it attaches to X, then it is an "X attachment" in addition to any other types (i.e. Major Hull Damage is both a Damage Attachment, and a Ship Attachment) [EY, digest, 6/30/00]

o A Captain Attachment is also a Crew attachment. [EY, FAQ, 7/26/00]

- Cannot be voluntarily discarded. [EY, digest, 7/24/00]

- If a crew is untacked during the action phase, attachments on that crew do not untack with it. [RG, digest, 02/19/01]

Boarding

- "Boarding" - 2 ships collide and their crews fight

- "Boarding Attack" - 1 Crewman jumps over the side to fight

- When a boarding is attempted and cancelled, the side attempting to board CANNOT immediately repay and attempt another boarding. (DW)

- Dan Verssen on absorbing hits during a boarding (DV)

To paraphrase, the rulebook says that the Crew pushed forward must tack and sink to absorb Hits until they are sunk, then any remaining hits spill over to the remainder of the crew.

This basically means that other crew may not tack or sink to absorb the hits until the spill over occurs.

However, action cards, and crew cards for that matter, which have an ability along the lines of "React: Play when you are suffering Hits. You suffer 2 fewer Hits." do get to help absorb Hits.

Here's why. Cards always overrule the rulebook. The rules say that only the pushed forward Crew may absorb the Hits. But, let's say you have a Brutes which was not pushed forward. The Brutes say they absorb extra Hits when they tack to absorb Hits. But the card says nothing about being able to absorb Hits for another card, or about absorbing Hits at a time they are not suffering Hits (which in this case the Brutes are not suffering Hits, the pushed forward crew is). Near Miss, on the other hand, says "React: Play when you suffer Hits during Boarding. You suffer 2 fewer Hits." So, the other guys hits you. You are now suffering Hits, so you can react with cards which react to this situation.

- You no longer draw three cards at the end of a boarding, only after a turn in which at least one player performed a boarding attack.. [MRP BroadSides, FAQ, 3/18/00]

- On Timing (In response to when you could play Cut the Ropes or other reactions during a boarding): The sequencing is

- 1) A player does not play a card to reverse a Boarding Attack.

- 2) That player somehow absorbs all the Hits inflicted by the other crew

- 3) Now that all of the Hits are absorbed, that player may play Cut the Ropes

(ed. note: Any costs may be paid by the dueling crew, if they aren't currently tacked, because they don't tack until stage 5.)

- 4) The cancel cost of Cut the Ropes could be paid

- 5) Both dueling crews get tacked, if not already tacked [DV, digest, 3/10/00]

- Boarding Attacks are not considered actions (ed: extension of Unexpected Turn of Events/Challenge to a Duel Ruling) [EY, digest, 5/8/00]

- The rules regarding passing during Boardings currently end with: "However, the attacker may not 'pass' in the first round if he has an

untacked crew." FUTURE GAMES OF 7TH SEA SHOULD BE PLAYED AS THOUGH THIS TEXT DOES NOT EXIST! Scratch it out of your rulebooks. It is no longer valid. [EY, digest, errata, 5/24/00]

o You cannot board with no cards in your hand. (Note that there are some crew though (like Donna, Mountainous Mike and Don Deanna) who always allow you to draw a card before performing a boarding attack - so while you can send those crew forward you'll never have that situation. [DV, digest, 1/28/00] (ed: this is no longer an issue, see errata)

o If you have no cards in your hand, but you are capable of doing something (i.e. Pistol), or pushing a crew forward to draw a card (i.e. Donna) you are not required to do anything; you may still pass. [EY, digest, 5/24/00] (ed: this is no longer an issue, see errata)

o You may pass in the first round of boarding if you have no cards in your hand. [EY, digest, 5/22/00] (ed: this is no longer an issue, see errata)

- Cards that say "play instead of a boarding attack" (I Fights Better Drunk, Prepare for Boarding) stay in play until the end of the boarding. [EY, digest, 5/22/00]

- If you sink an opposing Captain during a boarding, you may draw three cards (ed: multiplayer). [EY, digest, 6/30/00]

- When playing a card which says "before a boarding attack" (i.e. Desperate Move), you must follow it with a boarding attack, and not a card which is played "instead" of a boarding attack. [EY, digest, 7/17/00]

- Note the difference between Performing a Boarding Attack (pushing a crew forward) and playing a Boarding Attack (playing the Boarding Boxes from your hand). Performing a BA can be resolved, playing is responded to. Thus, as per the Shifting Tides glossary, a Duel is resolved like a

Boarding Attack (which is performed) but not a Boarding Attack. The non-parenthetical reference to BA is the one that is played. (ed: In response to why Away Boarders! cannot be used at the end of Challenge to a Duel). [EY, digest, 7/17/00]

- Cards that produce sailing to begin boardings (Grappling Hooks, Grappling Cannons, etc.) cannot be used to pay the costs of actions associated with beginning a boarding (Ambush Boarding, High Seas Boarding, etc.) [EY, digest, reversal, 9/01/00]
- "Begin a boarding", "Perform a Boarding", or "Start a Boarding" is the act of paying your ship's move cost as an action. (see Actions #10). This is different than an Action (i.e. High Seas Boarding) which results in a boarding (and is also started). (ed: This is why you can use a Grappling Gun to begin a boarding, but not produce sailing towards an action card. This is why Scott Preston does not increase the costs of actions) [EY, digest, corr, 05/11/01]

Canceling

- If a Action (High Seas Boarding, Ambush Boarding, etc.) is attempting to be cancelled with a card effect (Steering Clear, Last Second Escape, etc), and the canceling card is cancelled instead (Better Part of Valor), you may not go back and pay the initial cancel cost. That trigger no longer exists. [EY, digest, Scarlet Seas Rulebook, 9/15/00]
- Cards that are cancelled are discarded (with the exception of Adventures). [EY, digest, 9/14/00]
- If the completion of an Adventure is cancelled, the Adventure remains in play. [EY, digest, 9/11/00]
- If you cannot meet the payment requirements for a card after it has been announced, it is discarded. This includes Actions as well as Hiring crew. [EY, digest, 9/14/00]
- Paying a cancel cost is not considered a reaction. It happens before any reactions may be played. [EY, digest, 10/2/00]

Cannon Attack

- "Performing a Cannon Attack", "Conducting a Cannon Attack" or "Make a Cannon Attack" is the act of tacking a crew to produce a cannon attack (see Actions #9). This is different than an Action (i.e. 12 Pound Cannon Volley) or an attachment (i.e. Armed Brig) which results in a Cannon Attack. [EY, digest, corr, 05/11/01]

Captains

- Captains have no influence cost, so they are unaffected by cards which target an influence cost (No Survivors, Merchant Ship, etc) [EY, digest, 9/14/00]
- Captain abilities which do not specify "other" crew, get their own bonuses (i.e. Captain Bonnie, Enrique Orduño). [EY, digest, 10/4/00]
- An unaligned captain is not immune to effects which reference a "different faction than the Captain". They have no faction. [EY, digest, 06/24/01]

Card Effects/Memory

- Cards which have effects that last the entire round (Scurvy, "Prides", etc) stay in play the entire round. However, they can only be targeted for canceling by The Better Part of Valor, etc. when they are initially played. [EY, digest, SS Rulebook, 9/20/00]
- There is no card memory in 7th Sea. If a card leaves play for any reason it is no longer under any effects. If the same card is later replayed, it is considered to be being played for the first time. [EY, digest, 03/05/01]
- If a card generates a continued effect, it produces its effect from the moment it is played until it is removed. It does not know about anything that may have happened earlier in the round. [EY, digest, corr, 03/30/01]

Cards that produce boarding attacks

- You are actually playing the attack produced by the card (i.e. Panzerhand/Punch, Riposte/Dagger). [EY, digest, 8/24/00]

Control Victory

- If two players manage to get 5 Control cards in play in the same round, neither one wins. You must continue playing until only one player has 5 cards in play, or there is only one player. [EY, digest, 8/21/00]
- When discarding a control card by tacking a crew with a certain skill level (Caligari's Island, Arisent), the crew must have the required skill level before they begin tacking. [RG, digest, 01/30/01]

Crew

- When a crew leaves play it does not retain any changes made to it. There is no "card memory" in 7th sea. [EY, FAQ, 7/26/00]
- You may have more than one First Mate on your ship. First Mate is a trait, like Holy, Heroic, Gunner, Topman, or Villainous. [EY, FAQ, 7/26/00]

- When using "magic crew" (i.e. Ulf Karlssen, Ambroise Praise du Richetoisse, Mussette Malisci, etc.), if their skill is reduced below zero, they do not have to discard current Knack attachments. [EY, FAQ, 7/26/00]
- In response to using The Captain's Word with crew who have a stat reduced by magic attachments (Graham Hapworth, Ulf Karlssen, etc): Crew with a negative in a stat are considered to have a effective 0 in that skill. That means that if you give that crew a bonus you count it as the actual negative, but if you are referencing the stat it is a 0. If it's currently 0, and then increased using The Captain's Word, you may attach another attachment, making the skill negative. [EY, digest, 8/23/00]
- Crew which have "attachments built in" (Gaspar, Cornelius Van Brock) are eligible for Actions which require a crew to have attachments (Listen, etc.) [EY, digest, 9/7/00]
- There are a series of Crew cards that absorb additional hits when tacking or sinking. These bonuses are traits and not Reacts. (i.e. Manuel Dejavez, Solomon Sails, Cutthroats). [Errata, Scarlet Seas, 10/21/00]
- You may not start the game with crew from a faction besides your own. [Reaper's Fee Rulebook]
- If something refers to "Crew" it means a crew card which is in play. If it refers to "Crew Card" it means form your hand. [RG, digest, 04/01/01]
- Crew which have the trait to pay extra influence to gain additional abilities (i.e. Gullbait Friedrich) may not use this ability if part of your starting crew. [EY, digest, 06/19/01]

Crew Maximum

- Crew limits count for only bringing in crew. The restriction is that when bringing in a crew, you must have less than your crew capacity to do so. If you are over your crew limit for any reason (Billy Bones, Montaigne etc.) you do NOT have to discard crew immediately, and only have to discard crew if you want to bring more in. (DW)
- You cannot hire Dorf , Billy Bones (or other crew that do not count towards you crew maximum) if your crew max has been met or exceeded [EY, digest, 5/8/00]
- You can hire Slippery Sal (or other crew that take two spots) if there is at least one spot left towards your crew max. [EY, digest, 5/8/00]
- Cards which count as more than one against your crew maximum (i.e. Slippery Sal) or those that don't count against your crew maximum (i.e. Dorf) do not gain these abilities until after the game has begun. This means that they do not affect the size of your starting crew (either way). [EY, digest, 12/04/00]
- You are exceeding your crew maximum when you add up all cards which affect your maximum (i.e. Treasure Hold, Well Equipped Sick Bays, Fine Galleys but not Billy Bilge Rat Bones, Dorf) and the total is above your current modified crew maximum. [EY, digest, 01/30/01]
- Your printed crew maximum does not change (ed: for cards that look for it), but it may be modified. [EY, digest, 1/30/01]

Decks

- Your Ship and your Captain count towards your deck minimum of 60 Cards, but the seas do not [EY, FAQ, 7/26/00]
- You may only have one Captain and one Ship in your deck. Ships and Captains are not unique because they are not "brought into play" in the normal sense. They begin the game in play. [EY, FAQ, 7/26/00]
- A Captain cannot be discarded. If you ever discard your Captain, you lose the game immediately. [EY, FAQ, 7/26/00]

Discarding

- You discard down to 7 cards immediately, if you ever have more than 7 in your hand. [EY, digest, 8/18/00]

Drawing Cards

- If you are unable to draw 3 cards (all cards are either in play or in your sunk pile), you simply draw as many as possible (or none at all), and play continues. [EY, digest, 9/7/00]
- Drawing cards is the act of taking one or more cards from the top of your draw deck. [EY, corr, 06/01/01]

Duels

- Cards which can be played during a boarding, may be played during a duel (Near Miss, Run 'em Through, etc). [EY, digest, 9/15/00]
- Cards which give benefits to the results of a boarding attack (Panzerhand, etc) will give their bonuses during a duel. [EY, digest, 9/15/00]
- Cards which say "cannot be used during a boarding" (Speed Isn't Everything, etc) cannot be used during a duel. [EY, digest, 9/15/00]
- Crew which do not tack to absorb extra hits during a boarding, do not absorb extra hits during a duel. [EY, digest, 9/15/00]
- You do not draw three cards after a duel [EY, digest, 9/15/00]

- You cannot react with cards which are played while "entering a boarding" (i.e. Guns Blazing) when beginning a duel. [EY, digest, 9/27/00]
- Cards that are played "before a boarding attack" (i.e. Disarmed, Fancy Swordplay) may be used before playing the first "attack" of the duel. [EY, digest, 10/24/00]
- Traits/Reacts which allow you to draw a card "immediately before they start a boarding attack" (i.e. Donna, Don Deanna, Spit in Death's Eye) may be used upon entering a duel. [RG, digest, 12/22/00]
- It doesn't matter if crew being targeted with a duel are tacked or untacked (unless the card creating the duel says so). [RG, digest, 3/22/01]
- If an action card which creates a duel forces a player to target one of their crew, the action card is considered to have targeted that crew. [EY, digest, 06/07/01]

Experienced Crew

- If you experience a crew, you do not gain the old crew's abilities. The new crew completely replaces the original crew. [EY, FAQ, 7/26/00]
- When experiencing a crew, it retains its current orientation. [EY, FAQ, 7/26/00]
- You cannot experience a crew with the loyal trait if you are not of that faction [EY, FAQ, 7/26/00]
- You can have 1 Experienced crew and 3 Non-Experienced Crew of the same name on your ship. An experienced crew is not considered to be the same card. [EY, digest, 8/18/00]

Q: If I have 3 Niels in play and I replace one of them with the experienced Inil, what happens to the other 2 since he is now unique ?

A: Nothing. Unique has to be on both cards for Unique to really be in effect. You can even rehire the non-Exp crew back onto your ship. [EY, digest, 9/5/00]

Editor:

In the case of Inil, if you have 3 in play, and the experienced overplays, one Inil is discarded from play. Now, since he is in your discard pile, you

can cycle him, and then rehire him if he comes back up.

In the case of Jorn Keitelsson, since his inexperienced version is also unique, you can only have one of him in play period, and that was what Erik's example was talking about.

In the case of Inil, you can have 3 inexperienced, and 1 experienced in play at a time.

Now, remember. You CAN hire experienced crew at full price, without overlying. SOOOO if you could afford the exp. Inil, instead of discarding and waiting for the recycle, simply pay the full cost, and put him on board in ADDITION to the 3 inexperienced ones.

- When you are playing an experienced crew, you are discarding the inexperienced crew card, not the crew itself. You cannot react to a crew being discarded when this happens (i.e. Jean-Marie Rois-et-Reines) [EY, digest, 9/26/00]
- You can experience a crew even if you are at crew maximum. [EY, digest, 9/27/00]

Faction

- A crew retains its original faction even if it gains a second faction later (i.e. Kiss of Death played on a Crimson Roger crew - the crew would be both a Black Freighter and Crimson Roger crew). [EY, digest, 02/01/01]
- A crew without a faction symbol is considered to have "no faction", and is not considered to be a different faction than a Captain with a Faction symbol. [EY, digest, corr, 04/01/01]

Hiring Crew

- Card text which refers to "putting a crew into play" should be treated as "hiring a crew" for purposes of crew maximum, hiring in the 7th Sea, and other hiring restrictions. [EY, digest, reversal, errata, 03/08/01]
- An action card which allows the hiring of crew must still follow the normal rules and limitations for hiring crew. [EY, digest, reversal, errata, 03/08/01]
- A crew is considered hired as soon as it's cost is paid in full. [EY, digest, 06/07/01]

Hits

- If you play a card that inflicts hits, and cost Cannon to produce, they are only considered to be Cannon Hits if the card says so. [EY, FAQ, 7/26/00]
- Cards which are played to absorb hits and then attach to crew (Wounded, Handsome Scar, Peg Leg, Eyepatch, Artifact Leg, etc) should read as follows: "React: Play this card when you are suffering Hits. Attach this card to one of your Crew. You suffer X fewer hits." They cannot attach to a crew with the No Attachments Trait. [EY, digest, reversal, errata, 9/15/00]

- Reducing hits to 0 is not the same as canceling the action. (i.e. Fire the Chase Guns may still be played after a cannon attack that was targeted with Into the Fog) [EY, digest, 9/29/00]
- Reducing hits to 0 is not the same as absorbing the hits (i.e. Babette (exp), Celedoine (exp) etc. can still use their abilities if Dispatching the Scum is played) [EY, digest, 10/17/00]
- You may sink a crew to absorb hits equal to their swashbuckling, without first tacking them. [EY, digest, 11/8/00]
- When suffering hits, you may do things to absorb, cancel, or redirect the hits in any order (i.e. you could play Peg Leg to absorb some hits, and then Betrayal on the remainder). [RG, digest, 02/28/01]
- When inflicting hits, you may react to both positively and negatively to affect the amount of hits being inflicted (i.e. Robin Goodfellow, A Shot Across the Bow), as well as changing the nature of the hits (i.e. Grape Shot, A Blooded Coin). These reactions may be played in any order as long as their original trigger still exists. Example 1: You could make a 4 point cannon attack and react with A Bloodied Coin, and then follow it with Robin Goodfellow, and your opponent may not play reactions to the 7 point hit. Example 2: You play Shot Across the Bow reducing the hits to 0, and then use Robin Goodfellow to increase the hits back up to 3. [EY/RG, digest, 06/22/01]

Increasing Skill

- Any card that increases a skill and does not say until the end of turn (and does not say permanently or give any other length restriction i.e. Edahgo (exp)), should be played as if it's effects last until the end of turn. [RG, digest, 01/31/01]

Initiative

- Number cards come before letters when determining initiative at the beginning of the turn (DW)

Improper Boarding Attacks

- That is to say, cards whose boarding attack types do not match others of the same printing. These cards are to be played "as printed", as it would be too difficult to track a MRP on boarding attacks. [DV, digest, 2/12/00]

Loyal

- Crew which are loyal to another faction may not be placed on your ship by any means. [RG, digest, 01/04/00]

Magic

- Magic cards (Porte, Fate, Glamour) can only be attached to crew with the appropriate skill (DW)
- In order to attach a spell the crew's magic ability must be equal or greater than the spells level (i.e. Porte 2 spells need a Porte 2 magician) (DW)
- Crew with the magic knacks Porté, Fate, Glamour and Lærdom, can attach as many cards as they wish, unless stated otherwise on their cards. [DV, digest, 2/16/00]

Minimum Costs

- When there is a conflict between one or more attachments which reduce cost, and have different minimums (i.e. minimum 0, minimum 1), then the lower minimum takes effect. [EY, digest, 11/21/00]
- When there is a linear chain of events taking place, then the last card played takes effect (i.e. Gold Only Buys Obedience played while Posh Quarters in play could reduce a crew's cost to 0) [EY, digest, 11/21/00]

MRP and New Rules

- Take affect upon release, immediately. You do not have to wait 30 days. [EY, digest, 12/01/00]

Ownership

- "Your" refers to any card that began the game in your deck, or part of your starting cards in play. Though your opponent may play cards that affect your cards (i.e. Diplomatic Envoy), you cannot affect those cards as if they were yours (i.e. Good Use of Space on the Envoy) [EY, digest, 11/21/00]

Paying a Cost

- You are considered to be paying a cost anytime you produce a skill for any reason.

Example: If you are tacking Crew to use it's Cannon skill to play for a Volley card, you are paying a cost. If you are tacking one Crew to perform a Cannon Attack, you are still paying a cost. If you are tacking or sinking a Crew to absorb Hits, you are paying a cost. Whenever you are meeting the requirements of a Yellow flag or a Red flag, you are paying a cost. [Errata: 7th Sea Website, 11/19/99]

- "In No Quarter, there were several rules for what "paying a cost" was. This confused everyone (including me). So later, we changed it to be any time you are generating points it is paying a cost." [DV, digest, 2/25/00]
- Any time you Do X to Do Y. X is the cost. 1) In response to why Carousing works to absorb a single hit: The cost to absorb a hit is producing swashbuckling or sinking a crew (which is also producing swashbuckling). [EY, digest, 5/17/00]
- Costs are listed in yellow flags, or stated in the card text. The "cost" of playing a card are like the "conditions" under which it may be played. (i.e. In the case of Nice Try!, tacking your Captain is the cost to play the card.) [AEG, FAQ, 5/30/00]

- You may pay a cost entirely by using action cards such as Narrow Escape and Carousing. When you use a crew to pay a cost, they must have at least a 1 in the appropriate skill. [EY, digest, 7/12/00]
- When producing a non-action card cannon attack, you may only tack one crew at a time. [EY, FAQ, 7/26/00]
- You can overpay a cost if for some reason you wanted to. [EY, FAQ, 7/26/00]
- If you cannot meet the payment requirements for a card after it has been announced, it is discarded. This includes Actions as well as Hiring crew. [EY, digest, 9/14/00]

Producing Skill

- When you are sink a crew to absorb hits, or you are inflicting hits during a boarding, you are producing Swashbuckling. [EY, digest, 5/22/00]
- Clarified: When a crew with 5 Cannon uses a Fine Galley to produce 7 Cannon, the crew is considered to have "tacked for 7 Cannon". If a crew with 5 Cannon uses Carousing, he is considered to have "tacked for 5 Cannon" and then the action card produced 1 cannon. Note, this is different than tacking a crew with "7 in a skill" (in reference to discarding certain control cards) [EY, digest, corr, 04/02/01]

Promo Cards

- Are tournament legal as soon as they are printed (because it's too difficult to track a release date). [EY, digest, 07/02/01]

Self-Reference

- If a card refers to itself by name, it only refers to that copy - not any other copies which may be in play with the same name (ed. unless otherwise stated). [EY, digest, 01/25/01]

Ship Movement

- A ship can move, even if tacked - it just can't use it's Free Move. [EY, FAQ, 7/26/00]
- You can only move one sea at a time with an action, even if you pay extra sailing. Although you may combine this with your Free Move or a special card ability. [EY, FAQ, 7/26/00]

Tacking a Crew

- The rule which keeps you from using a Crew with a skill of "0" is also being changed. The updated rule is:

You may not tack a Crew with a skill of zero unless that crew is producing at least one point of "effect".

Example: Tacking a crew for zero Cannon and playing Son of a Gun is not allowed because the act of Tacking the crew does not produce an effect. The effect is provided by a separate card (Son of a Gun)

Tacking Brutes when you are absorbing hits from a Grape Shot is allowed because the Brutes card itself will produce an effect by absorbing "additional" Hits. [Errata: 7th Sea Website, 11/19/00]

Targeting

- Tacked crew may be targeted by actions and attachments. [EY, FAQ, 7/26/00]
- You may not pay the cancel cost of an action targeting another player during a multiplayer game. [EY, FAQ, 7/26/00]
- You may target your own ship with actions if it says "target a ship". [EY, digest, 7/19/00]
- An action always targets unless it has a global effect (such as "All Ships are Tacked"). [Reaper's Fee]
- Anything that inflicts Hits, such as Hits from a card effect, Boarding Attack or Cannon Attack is assumed to target the ship suffering the hits. [Reaper's Fee]
- If an effect cancels the effect of another card, it is targeting that card. [Reaper's Fee]
- If an effect discards or sinks another card, it is targeting that card. [Reaper's Fee]
- Crew which are "considered to have X attachment" may not have those attachments targeted (i.e. Cornelius Van Brock). [EY, digest, corr, 3/26/01]
- You may target the 7th Sea with actions (i.e. Sharp Maneuvering, Foul Weather Ahead) [EY, digest, 04/30/01]

Timing

- Dan Verssen on timing (DV)
-
- Here is how the timing works...
- 1) A player declares an action (let's say he takes a card from his hand
- and places it on the table)

- 2) The player pays for it (let's say he tacks 2 crew)
 - 3) The effect takes place (let's say a 6 Hit cannon attack is produced)
 -
 - Each Reaction card specifies when it is played.
 -
 - So, a card might say something like "React: Play when a player is tacking a Crew to produce Cannon. That Crew produces 0 Cannon". This card would be
 - played during step 2 above. The acting player is still in the "pay for it" step and may continue to produce Cannon if some of what he has produced is
 - cancelled.
 -
 - If when all is said and done, he has not paid the required cost, the action is cancelled.
 -
 - In the case of the Castille Letter of Marque, it says you must have "started one or more boardings this game". For this to happen, you must have declared
 - a boarding, paid for it, and not have the target somehow cancel your attempt. YOU have then "started a boarding". Should the opponent later end the
 - boarding (with Cut the Ropes for example) you will have still started a boarding. However, if he cancelled it at the start (with Hiding in the Reefs
 - for example), then the Boarding never started.
 -
 - Note the difference between Canceling an action and Ending an action. Cancel means the effect does not take place, End means the effect is taking place
- and it is stopped.
- Traits happen before Reacts. (ed. In response to when Jacob Faust could use his ability with Sails of Wind/Maureen Leveque) [EY, digest, 5/12/00]
 - Reacts (diagram)-----

The visual image that we use, is game play is a straight line.

and Reacts are circles on that line, that when they complete return to the exact same point on the line.

_____ O _ O _ O _

The "O"s are the react circles.

Sometimes a React will React to a React, that circle grows off of the previous circle

O
 O
 _____ O

Just imagine that the 3 O's are stacked on one another...

Once you resolve a React, you return to the exact place that the React took off. If that exact point has not altered, you may play a react with the exact same trigger effect. [EY, digest, 10/12/00]

- Initiative determines who gets to react first to a given trigger. This is important when determining the sequence of reacts, especially in situations where some/all of skill being produced is cancelled by an opponent (see Canceling/Paying a Cost/Traits) [RG, digest, 12/22/00]

- "Immediately before" and "before" happen at the same time. [EY, digest, 05/01/01]

Traits

- A trait ability can only be used once per trigger (ed: i.e. Kedish the Crescent, Fierbas Desaix du Paix, Celedoine) [EY, digest, 6/16/00]

- Trait effects happen before reacts. For example, if you shoot someone with Ricardo Ramos, your opponent gets to pay their SMC to cancel the attack before you could play any reacts (i.e. Below the Waterline). This is an extension of the cancel costs being paid before reacts rule from the Scarlet Seas rulebook. [EY, digest, 9/26/00]
- Crew with the Skeletal trait are placed in the discard pile instead of the sunk pile, when being sunk from play. If sunk any other way (i.e. Fair Weather Friend, Synneth Guardians), it remains in the sunk pile. [EY, digest, 11/16/00]
- Traits are in existence on cards the moment the game begins (i.e. Eisen Cannons have the item trait when the game begins and while it is still in your deck), not when they enter play. [EY, corr, 02/05/01]
- Even though Dorf etc. have traits which keep them from counting against your crew, (and hence are always in effect), you still must adhere to normal hiring rules regarding crew maximum; which means you cannot hire them when your ship is full. [RG, 01/25/01]

Uniqueness

- If a unique card is sunk, another copy of that unique card may be brought out in play. [EY, digest, 6/19/00]
- Unique means that you may only have one copy of the card in play at a time. It does not prevent other players from also having one copy of the card in play. [DV, digest, 4/14/00]
- If an action is Unique (i.e. I'm Not Left Handed), it is only considered unique while it is in play (i.e. duration of boarding, etc). A second copy may be played at a later time. [EY, digest, 02/05/01]

Tournament Rules----

Official 7th Sea Tournament Rules

- revised and approved 4-19-2001

- Erik Yapple, 7th Sea CCG Lead Developer

I. Tournament Rules----

- 60 cards minimum per deck, including one Captain and one Ship cards. This does not include the 5 Seas. No more than 3 copies of a card in a deck.
- Acceptable Tournament Formats: Single Elimination, Double Elimination and Swiss. It is recommended that each tournament round should last no longer than 45 minutes.
- If a Swiss format is utilized, players winning a round using the over-time rules should be awarded 2 points towards moving to the finals. One point is awarded for either a Control win in over-time or going to the 7th Sea. After the predetermined number of Swiss rounds have been completed, the top players (number to be predetermined before the tournament begins, depending on size of tournament) with the highest point total shall advance to the finals. If players are tied for point totals, then the player with the most wins should advance to the finals; if still tied then the "difficulty of schedule" should be calculated by the Tournament Organizer to break the tie. A player's "difficulty of schedule" is the sum of the point totals of that player's opponents. If this results in another tie, decide randomly which player will advance.
- Players are forbidden from altering their deck composition once the tournament has begun. Illegal deck composition will result in disqualification.
- When playing in a Sealed deck game players may ignore any factional restrictions for bringing a card into play. This includes, but is not limited to, the Loyal trait, Factional Based Attachments (i.e. Montaigne Captain Attachment or Sea Dogs Ship Attachment), and any card that says that you must be from X faction to play (i.e. Wild Party, Galley Captives), etc. Restrictions regarding Villainous / Heroic and any other trait still apply. Reduced costs based on factional alignment still apply as normal. Bonuses based on faction (i.e. Captains) apply normally.
- New cards from expansions are forbidden from use in tournament play until 30 days after the general release to the public (with the exception of sealed deck play). However, rules clarifications and errata from expansions are considered to always be in effect; this includes newly updated printed versions of cards (MRP).
- Employees of Alderac Entertainment Group are not allowed to play in any sanctioned event. AEG Play-Testers and AEG Bounty Hunter Demonstration Team representatives are only allowed to play in sanctioned events when they are not Judging the tournament by themselves. Judges are not allowed to play in the same event that they are judging, unless using a "three judge system."
- A three judge system may be utilized in order to allow the judges to play in the tournament. Three judges are needed to use this system: a primary judge, secondary judge, and a tertiary judge. The primary organizes the event as a normal judge would with the help of the secondary and tertiary judges. The primary judge makes the rulings for the tournament except for matches he is involved in. When the primary judge is involved in a match and requires a ruling, the secondary judge makes this ruling. When the primary and secondary judges are involved in the same match, the tertiary judge makes the rulings for that match. This way a judge never makes a ruling on his own behalf. If three judges are not available, this system may not be used; one judge must judge the tournament without playing. This may not be used in multi-player tournaments.
- A Judges' decision is final. Further protest after the Judge has made a decision as to rule interpretation may result in disqualification.

J. Players will conduct themselves in a sportsman-like manner: respecting judges and other players alike. Players behaving in an unsportsmanlike manner may be disqualified from the tournament by the judge. This includes but is not limited to: harassment of participants, "stalling" during game play in order to take advantage of the overtime rules, cheating, etc.

K. If Time for a tournament round has expired without a winner, the current Action phase is considered concluded immediately as time is called (the acting player may finish his current "action" and any Boarding currently in progress is considered ended at the conclusion of the current round of the Boarding). The surviving players resolve the end of the turn (Draw Cards, then Untack) and then continue the game under the overtime rules (the 7th Sea). Note: If any player is the only player that controls all five Seas at this point, that player wins the game (and is awarded the full 2 points if the Tournament Organizer is using a Swiss style tournament system). If two or more players control all five Seas, play continues to the 7th Sea as normal.

L. If a Tournament Organizer wishes to use one of the Alternative Over-time Systems provided, he must announce which system he will be using for the tournament 15 minutes before the first round of the tournament.

II. Seventh Sea Overtime Rules -

A. The 7th Sea

This is the standard overtime resolution system used for 7th Sea.

1. If one (and only one) player controls 3 or more Seas, that player immediately wins the game. If two or more players control 3 or more Seas, the player that controls the most Seas wins the game. Any player winning the game at this point is awarded 1 point in a Swiss style tournament. If there continues to be a tie for the most number of Seas controlled, play continues to the next step.

2. All Seas, Sea Attachments, uncompleted Adventures, and Chanteys are removed from play - the players "move to the 7th Sea".

3. New Crew, Attachments, Adventures and Chanteys may not be put into play. Although you may not play any new Attachments, you may play Action cards that become Attachments (i.e. Major Hull Damage, Artifact Leg, etc.).

4. Cancel costs (involving skill point costs) are doubled while in the 7th Sea. This includes, but is not limited to, canceling Boarding Attempts, cancel costs in red flags and cancel costs listed in card text. This does not include the costs of cards that cancel (i.e. Hiding in the Reefs, Will Do You No Good, etc.) or card effects that cancel (i.e. The Scarlet Roger).

5. Any action which causes a Ship to move to another Sea is resolved normally, but the movement portion of the action is ignored. There are no Seas adjacent to the 7th Sea.

6. The inherent ability of Crew to tack to absorb hits can not be used in the 7th Sea (although they may still sink to absorb hits normally). Card effects which require you to tack your Crew and then absorb hits as part of their effect apply as normal. (i.e. Nice Try)

7th Sea Official Overtime Alternates

-Revised and approved: 4-19-2001

-Erik Yapple, 7th Sea CCG, Lead Developer

A. Alternate Overtime Tie Breaker #1

- "The Calculation"

Tournament Organizers wishing to extend the length of normal game play may opt to use the mathematical calculation provided below to determine a winner in overtime instead of using the 7th Sea method provided in the tournament rules.

1. Players add all of the printed Influence costs of all of their Crew in play. To this total they add 2 points for each Attachment they have in play (this includes Action cards that became Attachments as well as Adventures that became Attachments).

2. The total from step 1 is then divided by the player's printed Crew Maximum on their Ship card.

3. 1 point is added to the result for every Sea the player controls.

4. The player with the most points wins the game (if using a Swiss style tournament format the player is awarded 1 point).

B. Alternate Overtime Tie Breaker #2

- "The Player with the Most"

Tournament Organizers wishing to extend the length of normal game play may opt to use the system provided below to determine a winner in overtime instead of using the 7th Sea method provided in the tournament rules.

1. Players count up the number of Action cards and Chanteys that they have in their play hand when Time is called.

2. Players then count up the number of cards that they own in play when Time is called and add this total to the total generated in step one.

3. The player with the greatest total wins the game (if using a Swiss style tournament format the player is awarded 1 point).

C. Alternate Overtime Tie Breaker #3

- "The Duel"

Tournament Organizers wishing to extend the length of normal game play may opt to use the Dueling system provided below to determine a winner in overtime instead of using the 7th Sea method provided in the tournament rules.

1. Players count up the number of cards that they own in play when Time is called. The player with the most is considered to have the initiative. If this total is tied decide randomly.
2. All cards in play, in discard piles and in sunk piles are shuffled into their owners' decks except Ships and Captains.
3. Both Players tack their Captains and draw 7 cards from their deck.
4. A Duel begins between the Captains. The player with initiative chooses to either play a Boarding Attack or pass. The other player must then either start the Duel (if not already begun) or respond normally.
5. During this Boarding Attack all cards in the players' decks are considered blank and only the Boarding Boxes are referenced (thus a "Riposte" would only reverse a Boarding Attack printed in its Boarding Boxes).
6. If a player exhausts his play hand (having no cards in his hand) and thus unable to reverse the opponent's Boarding Attack, that player may draw 3 cards from their deck into their hand. This continues until a player cannot reverse a Boarding Attack from his hand.
7. When a player can no longer reverse his opponent's Boarding Attack, he loses and the other player wins the game. (if using a Swiss style tournament format the player is awarded 1 point).

7th Sea

- Although you may not play any new attachments, you may play actions that become attachments (i.e. Major Hull Damage to absorb hits) [DW, corr, 7/14/00]
- Absorbing Hits while in the "7th Sea"
- o "The inherent ability of crew to tack to absorb hits can not be used in the 7th Sea, however, card effects which tack crew to absorb hits apply as normal." (in response to a question about Nice Try) [DV, digest, 3/7/00]
- The doubling of cancel costs happens before all other modifiers (i.e. Captain Reis). [EY, digest, 05/01/01]

Sealed Deck

- When playing in a Sealed Deck game, you may ignore the Loyal trait and you may have any number of a given card in your deck. The Rule for Unique cards still applies. [EY, FAQ, 7/26/00]
- You may not play "faction specific" attachments if you aren't playing that faction. [RG, digest, 12/22/00]
- You may not play crew which have other faction restrictions (i.e. Galley Captives). [RG, digest, 12/22/00]