

Courage and Honor



ACTION

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

I vowed to aid Don Marcos in his quest for justice. I WILL honor that vow regardless of the cost.

Illus. William O'Connor © 2002 A.E.G. 01 ☞ 45

Devotion to the Cause



ACTION

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

"TO EISEN!"

Illus. William O'Connor © 2002 A.E.G. 02 ☞ 45

Cities of Gold



ADVENTURE

2 Seas Away • Unique

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

Captain Attachment: **React:** Tack this card and a Crew aligned to your Captain's faction to hire a Crew from your hand, discard pile, or draw deck. That Crew's influence cost is reduced by 3 until the Crew enters play if that Crew shares a Nationality, Secret Society or Faction symbol with your Captain (minimum 1).

Illus. Carl Frank © 2002 A.E.G. 03 ☞ 45

The Jolly Roger of Gosse's Gentlemen



+0

GOSSE SHIP ATTACHMENT

Unique • Item • Jolly Roger

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

Illus. ArtistName © 2002 A.E.G. 04 ☞ 45

4 Young Samuel Gosse



0 1 3 0 2

CREW

Loyal • No Attachments • Unique

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

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

Illus. Jonathan Hunt © 2002 A.E.G. 05 ☞ 45

The Undefeated Heart 3



Crew Maximum: 9

Monster and **Weather** cards inflicting hits on this Ship inflict 4 fewer hits (min 0).

React: Tack before performing an Action to move to an adjacent Sea.

Illus. Kenneth Mather © 2002 A.E.G. 06 ☞ 45

5 Valentina Villanova



0 0 1 1 2

CREW

Scrye 1

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

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

Illus. Jennifer Wick © 2002 A.E.G. 07 ☞ 45

4 Ussuran Whalers



1 3 1 0 2

CREW

When this Crew tacks to absorb hits from a **Monster** card, they absorb 2 extra hits.

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

Illus. Paul (Prof.) Herbert © 2002 A.E.G. 08 ☞ 45

Boarded by Raiders



CHANTEY

All players have the following ability:

React: When you are pushing a Crew forward for a Boarding Attack, tack that Crew. If that Crew inflicts hits during the Boarding Attack, they inflict 3 extra hits.

Allende and his men celebrated his return by robbing every ship they saw all the way back to LaBucca.

Illus. Julia Morgan-Scott TM & © 2002 A.E.G. 09 ☞ 45