

BROADSIDES

McCormick's head lay buried in his hands for Theus knew how long. He knew he should get up - the crew would want to see its captain - but he couldn't bring himself to leave his cabin. All he could think about was her. The touch of her hand. The smell of her hair. For years, he had resigned himself to her death. But now things had changed. *She's alive*, he heard the dream whisper again. *On the Island of the Sunken Eye...*

The hand on his shoulder almost made him scream aloud. He shot up from his seat and spun on the intruder, then relaxed when he saw her face. "Cosette," he muttered. "What's our status?"

"Twenty miles off the coast of Vendel, captain," his first mate replied. "Right where we should be."

"Good. What did the Society in Kirk have to say?"

"That we're mad, of course. That this island doesn't exist and that these Syrneth 'switches' of yours have never been found. You have to admit, they have a point. Why are we doing this, Captain? Following some vision like crazed bilge rats?"

"Because it leads to the greatest Syrneth treasure in history," he replied with a tired smile. "And because she's waiting for us."

Cosette cocked her head with a mixture of bemusement and frustration. "It's halfway across Théah, too - in the middle of the Mirror. A long way to go on a hunch."

"Don't worry about whether it's there or not," he snapped. "Just tell me what stands between us and it."

"A lot of water, for one thing. Plus those switches, which we don't even know how to look for."

"What about other ships?"

"There we're in a little better shape. The Castillian Armada has withdrawn to La Boca; either tucked tail or planning something big. Knowing Orduño, I'd say the latter. The Brotherhood has its hands full with the General, who seems to have made Allende his top priority. The Society reports skirmishes between the *Hanged Man* and the Montaigne in several locations along the Castillian coast. And the Sea Dogs are a problem, as always, but Berek may have his hands full soon."

"How do you mean?"

"Rumor has it he stole a piece of loot from the Crimson Rogers."

"He stole something?! From Reis?!"

"So six reliable bartenders have it. That Avalon bastard has more lives than a cat; if anybody could steal from Reis, it's him. In any case, he and his crew are probably too busy dodging the Rogers to give us any trouble."

McCormick thought about it for a moment, and nodded.

"What of the stories that Gosse's Gentlemen have returned?"

Cosette snorted. "Even if they're true, he must be ancient by now. Besides, they never hurt anyone - even those they robbed."

There was a pregnant pause.

"And the Corsairs?" McCormick asked at last.

"The Corsairs." Cosette grimaced. "They'd kill us without a second thought. The Vodacce ports are in a panic about his raids, and they say the Forbidden Sea itself owes them fealty."

"I'm sure. We'll have to find some way to deal with them. I don't intend to end my days chained to an oar in Khereid-Din's hold."

"If you have any suggestions, I'm listening." Cosette's brow furrowed in concern.

McCormick smiled. "Trust your captain, my dear. I know more about the Corsairs than you may think. In the meantime, set course. There's something we need to acquire before this expedition of ours can begin."

Cosette saluted. "Aye, Captain. Shall we post gunners at the cannons?"

McCormick nodded grimly. "Where we're going, you shouldn't have to ask."



Broadsides was the third release for the 7th Sea Collectible card game. Intended as a revised core set, there was very little difference between it and No Quarter. The main changes were to correct many typos from No Quarter and also to update some of the game text for clarity. It also dropped the Letters of Marque from No Quarter and added the Ship Figureheads.

Actions

12-Pound Cannon Volley (C) 6Ca/- [S/d/p]

Target one Ship in this Sea. You inflict a 7 Hit Cannon Attack on that Ship.

Through the cannon's smoke, I saw their marines chanting and cheering our doom making ready to board us at any moment.

16-Pound Cannon Volley (U) 9Ca/- [S/d/p]

Target one Ship in this Sea. You inflict an 11 Hit Cannon Attack on that Ship.

Let her go down, lads! Swim for it!

20-Pound Cannon Volley (R) 12Ca/- [S/d/p]

Target a Ship in this Sea. You inflict a 15 Hit Cannon Attack on that Ship.

The ship listed to starboard and I leapt for my life. "Better to chance the mermaids than burn alive," I thought. I was wrong.

7th Sea Collectible Card Game

A Better Offer (C) 3Ad/1In [D/p/t]

Target a ship. If that ship has more than one untacked Crew, that player must tack one of their Crew.

Obviously, they don't take care of you on that sorry excuse for a ship. You need to join up with a real crew. -The Kire

A Hero's Courage (R) -/- [D/p/t]

React: Play when a Heroic Crew with a Swashbuckling greater than 4 tacks to absorb Hits from a Boarding Attack. Reduce the Hits inflicted to zero.

Look out, Sir! he shouted. The shot just missed me, but my first mate wasn't so lucky...

A Sailor's Quarrel (C) -/1Sa [D/p/t]

You must tack one of your Crew with Swashbuckling greater than 2 to play this card. Target a Ship in this Sea. You inflict 2 Hits on that Ship.

Ya know, Casey, he looked smaller through the spyglass.

Again, Boys (R) 2Ca/- [D/p/t]

React: Play after you finish resolving a Cannon Attack. You may immediately conduct a new cannon attack.

I don't care if they're red hot. I don't care if they're meltin' through the decks! Fire! Fire! Fire!

Ambush Boarding (R) M+4/- [D/p/t]

Target an opposing Ship in this Sea. Your Ship begins boarding with that Ship. This boarding cannot be canceled without a card effect.

For some reason, the lookout ne'er saw 'em comin'. Don't ask me how they did it - them Avalons are tricky bastards.

Artifact Leg (R) 3Ad/- [D/p/t]

React: Play when you suffer hits. You suffer 2 fewer hits, and this card attaches to your Captain. This attachment has the Leg trait and gives a +1 Influence. A Crew may not have more than one Leg Attachment.

A wee bit higher, and I've lost something really valuable. Me Money purse! Haarr haarr haarr!

Away Boarders! (R) 4Sw/- [S/d/p]

React: Play immediately after you have completed a Boarding Attack. You may immediately conduct an additional Boarding Attack.

Now, me boys! Now! The time'll ne'er be better!

Bad Maps (C) 1Ad/2Sa [D/p/t]

React: Play when a player tacks a Crew to produce adventuring. That Crew produces no adventuring. That Crew's controller may pay 2 Sailing to prevent this effect.

After the third hole with no sign of the treasure, Reis buried him alive with his own shovel.

Bad Powder (C) 1Ad/2Ad [D/p/t]

React: Play when a player tacks a Crew to produce Cannon. That Crew produces no Cannon. That Crew's controller may pay 2 Adventuring to prevent this effect.

As he stared at the ruined kegs, the Captain could only think of Simon the bosun's earlier words, "I hope the powder will be safe in this storm."

Betrayal (R) 6Sa/- [D/p/t]

React: Play when you suffer Hits. Redirect those Hits to any other Ship of your choice.

Not all betrayals are planned. Some are just convenient.

Black Heart (U) -/- [S/d/p]

You may only play this card if you have a Villainous Captain. Sink one friendly Crew, then draw four cards.

"Thanks for your help, boys. You men may fire at will." - Reis

Calm Before the Storm (C) -/- [D/p/t]

Weather Target a player who has three or more Adventures in the same Sea that are not completed. That player suffers 1 Hit, and all those Adventures are discarded.

Don't worry 'bout them storm clouds on the horizon. We've got plenty of time.

Carousing (C) -/- [D/p/t]

React: Play when you are paying a skill cost. Discard one card from your hand to produce 1 point of Cannon, Sailing, Adventuring, Influence, or Swashbuckling.

Ain't nothin' like a little rest an' recuperation to put a man's head on straight.

Castilian Gunpowder (U) 2In/- [S/d/p]

React: Play when tacking crew to produce Cannon. That crew produces 3 extra Cannon.

Measured and mixed exactly, my friend. There will be a small fee for... transportation across the Castille blockade, of course.

Chain Shot (R) 2In/- [S/d/p]

React: Play when you perform a Cannon Attack. Hits absorbed from this Cannon Attack are absorbed by tacking (and sinking) Sailing instead of Swashbuckling. Crew with 0 Sailing may be sunk to absorb 1 Hit. *He fell to the decks, screaming a prayer to the Prophets to protect him.*

Cheap Barrels (U) 3Ad/3In [D/p/t]

Target a Ship. Until the end of the turn, all Crew on that Ship have a -1 Adventuring (minimum 0).

There ain't no such thing as bargains. Only suckers. -Lyn' John Fox

Courteous Manner (U) -/- [D/p/t]

React: Play this card when you are paying an Influence cost to produce one Influence.

If the Queen sees a bumpkin, she treats you as a bumpkin. If she sees a lord, she treats you like a lord.

7th Sea Collectible Card Game

Crescent Fire (U) 4In/- [D/p/t]

React: Play when you tack a Crew to produce Cannon. That Crew produces 4 extra Cannon.

The Vodacce import it from the forbidden lands and sell it like gold. Of course, Reis never has a problem getting hold of that damned fire. -Allende

Crossing the T (R) -/- [S/d/p]

Target another Ship in this sea. Tack 6 or more Cannon and 3 or more Sailing to produce a Cannon Attack on that Ship which inflicts 1 Hit for each Cannon and Sailing produced.

The glow of the fire burned in me Cap'n's eyes and against his cheeks. His gaze was mad when I heard him roar out, "Now lads, now! We've got'em right where we want 'em!"

Cut the Ropes (C) 1Sw/3Sw [D/p/t]

React: Play immediately after you suffer Hits during a Boarding. This Boarding is ended. The opposing Ship may tack 3 Swashbuckling to cancel this action.

They're gettin' killed down there! Cut the ropes lads, before it's too late! - P. Cole

Dark Temptations (R) 3Ad/4In [D/p/t]

You must have a Villainous Captain to play this card. Target a non-Heroic Crew, except Captains. That Crew is Villainous until the end of the turn.

Trust me, wee lad. Its the end that justifies the means. Stick close to me and I'll show ya exactly what I mean.

Dead Men Tell No Tales (R) 2Ad/3Sa [D/p/t]

Target a Ship. That Ship suffers 1 Hit for every two Crew cards in that player's sunk pile.

Does I needs to explain this one to ya, lad, or can ya figures it out all by yourself?

Death From Above! (R) -/- [S/d/p]

React: Play instead of performing a Boarding Attack. Tack your Captain to inflict Hits equal to his or her Swashbuckling.

He jumped from the rigging with a cry on his lips and murder in his eyes...

Decks Awash (R) -/- [D/p/t]

Weather Target an Attachment on a Crew card that has more than two Attachments. That Attachment is discarded.

Hold on, lads! Mother Ocean's comin' to take back her own!

Decks Running Red (R) 2Sw/- [S/d/p]

Target a Villainous Crew, except Captains. Inflict Hits on the target's Ship equal to the target's Swashbuckling.

I couldn't stop 'em. They went for each other's throats and before I could even move, there was blood everywhere!

Derwyddon's Schemes (R) 4In/6In [S/d/p]

Target a Patron or Letter of Marque. That card is discarded.

He can see the future and the past but he cannot see himself in either. A fact that Avalon will curse... soon.

Direct Hit! (C) -/- [S/d/p]

React: Play when tacking a Crew with Cannon skill greater than 6. That Crew produces 3 extra Cannon.

As the flames leapt up into the night, I thought surely that I'd wandered into the very mouth of the Abyss. By morning, I knew I was right.

Disarmed! (R) -/- [S/d/p]

React: Play immediately when one of your Crew with a Swashbuckling greater than 2 starts a Boarding Attack. Your opponent must discard two cards from his or her hand. You may only play one Disarmed per Boarding Attack.

Let's see how brave you are without... this!

Divvying the Plunder (R) 1In/- [S/d/p]

React: Play after completing an Adventure. You may perform another action immediately after this one.

Two years of rats, disease, leeches and worms is what you lived through, boys. Now it's time to get your reward.

Evasive Course (R) 3Sa/- [D/p/t]

React: Play when you suffer Hits from a Cannon Attack. Reduce the Hits suffered by 5.

There! That's our way out, lads! Between 'em! -J. Berek

Eyepatch (U) -/- [D/p/t]

React: Play when you suffer Hits. You suffer 1 fewer Hit, and this card attaches to one of your Crew. This Attachment has the Eye trait. A Crew may not have more than one Eye Attachment.

Ya keep starin' ya'll see one in the mirror for the rest of your life!

Fire the Chase Guns! (R) -/- [D/p/t]

React: Play after you finish resolving a Cannon Attack for which you produced 7 or more Cannon. You may immediately conduct a new Cannon Attack.

Load them chase guns, boys! We snapped her mast and she ain't goin' nowhere.

Flogging (U) -/- [S/d/p]

You may only play this card if you have a Villainous Captain. Tack one of your Crew, then draw two cards.

I ain't punishin' ya for you mistake, lad. Just makin' sure ya ne'er do it again.

From Stem to Gudgeon (C) -/- [D/p/t]

React: Play instead of performing a Boarding Attack. Until the end of this Boarding, Boarding Attacks by either player inflict 2 extra Hits.

Reis shouted a curse and cut through the main mast. All McGee could do was jump out of the way and look for a safe place to dive overboard.

Gambling House (R) 1In/- [S/d/p]

React: Play when you are paying an Influence cost. Discard the top card on your deck to produce Influence depending on the Boarding Attack on the discard. Club = 1, Dagger = 2, Punch = 3, Thrust = 5. If the Boarding Attack on the discard is a Slash, Gambling House produces 0 Influence and you suffer 1 Hit.

7th Sea Collectible Card Game

Gold Only Buys Obedience (C) -/- [S/d/p]

React: Play when you purchase a Crew from your Captain's faction. That Crew's Cost is reduced by 2 (minimum 0).

Put your revenge away for awhile McGee. Serve with me and I promise you, together we'll find that black-hearted bastard and give him what he deserves. - J. Berek

Good Shot! (C) -/- [D/p/t]

React: Play when you tack a Crew to produce Cannon. That Crew produces 1 extra Cannon.

I said 'Fire a shot across her bow!' I guess I'm just not trained to miss, sir.

Grape Shot (R) 2In/- [S/d/p]

React: Play when you perform a Cannon Attack. Hits suffered from this Cannon Attack are absorbed by tacking (and sinking) Cannon instead of Swashbuckling. Crew with 0 Cannon may be sunk to absorb 1 Hit.

They fell, a dozen of them, as the shot ripped through their muscle and bone like paper.

Grappling Hooks (C) 1Sw/- [D/p/t]

React: Play when you pay the Sailing cost to begin a Boarding to produce 3 Sailing. Reginald looked up from the flaming deck and saw the hooks sink deep into the ship's rails. "It's only a matter o' time now," he whispered and touched the Prophet's Cross about his neck.

Handsome Scar (U) -/- [S/d/p]

React: Play when you suffer Hits during a Boarding. You suffer 3 fewer Hits, and this card attaches to one of your Crew. This Attachment has the Face trait. A Crew may not have more than one Face Attachment.

Wait 'till ya see the one I have in mind for you.

Hiding in the Reefs (C) M+0/- [S/d/p]

React: Play when an opponent begins Boarding your Ship. That Ship suffers 3 Hits. The Boarding is canceled.

Didn't you hear me, mister? I said 'Follow them.' I nodded and plotted the course. Death was better than disobeying the Captain's commands.

High Seas Boarding (C) M+3/M+3 [D/p/t]

Target an opposing Ship in this Sea. Your Ship begins Boarding that Ship. All of your Boarding Attacks during this Boarding inflict 1 extra Hit.

Steady, men. Here they come!

Hired Swordsman (R) -/- [S/d/p]

React: Play when an opponent begins Boarding your Ship. You may conduct the first Boarding Attack.

Nothin' worse than runnin' into a Swordsman when yur tryin' to engage in a little honest piracy. - Grimey Stubbs

Hole in the Hull (U) 2Ad/- [S/d/p]

Target a Ship. That Ship suffers 1 Hit.

The gunners heard the creaking, looked up, and before they could do anything they were knee deep in water.

Hook (U) 1Ad/- [D/p/t]

React: Play when you suffer Hits. You suffer 2 fewer Hits, and this card attaches to one of your Crew. This Attachment has the Hand trait. A Crew may not have more than one Hand attachment.
He's a great fighter... I just wish he wouldn't eat with it.

I Fights Better Drunk (C) -/- [S/d/p]

React: Play instead of conducting a Boarding Attack. Target one of your Crew, who gains +2 Swashbuckling until the end of the Boarding.

It deadens the pain, don't ya know!

I Told You Not To Trust Him (R) 3Ad/- [S/d/p]

Target a Villainous Crew, except Captains, with two or more Attachments. That Crew is discarded.

You're a cold-hearted bastard, Reis! Not as cold as you're about to be, Mister Clemmens.

Into the Fray (R) -/- [D/p/t]

React: Play instead of performing a Boarding Attack. Until the end of this Boarding, all of your Boarding Attacks which inflict 3 or more Hits inflict 2 extra hits.

Hesitatin' is the best way to wind up siren lunch, lad.

It's Who You Know (C) -/- [S/d/p]

React: Play when you purchase a Crew Attachment to reduce the Attachment's cost by 2.

I do believe we have something in common, Frederic, he said and revealed the symbol inked into his palm. Frederic nodded. Indeed, we do, my brother. Indeed, we do.

Last Second Cannon Volley (R) 6Ca/- [D/p/t]

React: Play when an opponent begins Boarding your Ship. You inflict a 3 Hit Cannon Attack on their Ship. The Boarding is canceled.

The master gunner threw down his arm. Now! he shouted. Our guns belched doom that night.

Leviathan Bone (R) 3Ad/- [D/p/t]

React: Play when you suffer Hits. You suffer 2 fewer Hits, and this card attaches to your Captain. This Attachment has the Hand trait, and gives a +1 Swashbuckling. This Crew inflicts 2 extra Hits during Boarding Attacks. A Crew may not have more than one Hand Attachment.

Mermaids (U) 6Ad/3Sa [S/d/p]

Target any ship with more than 5 crew cards. That ship suffers 1 hit for every crew card on board.

Don't be fooled by the stories, lad. They don't sing to lure men to their death. They only sing when they're feeding.

Mind Your P's and Q's (R) 4Ad/2In [D/p/t]

React: Target a Crew as an opponent brings it into play. That Crew is returned to the player's hand.

I'll be right with ya, Cap'n. Just as soon as I teach this here scurvy pup some manners.

7th Sea Collectible Card Game

Misfire (C) 1Ad/- [D/p/t]

React: Play Immediately after a player pays to produce a Cannon Attack, but before Hits are inflicted. That attack inflicts 1 fewer Hits, and the attacker suffers 1 Hit from this card.

Poor beggar ne'er knew what hit him. He was a good man. I'll never know why Theus chose to spare a dog like me instead of him.

Monkey's Fist (U) -/- [S/d/p]

Discard one of your Villainous Crew. Draw three cards.
We're better off without him anyways. -Paule du Paix

Mutiny! (R) -/3In [D/p/t]

Target up to three Crew on one Ship that are from a different faction than their Captain. Those Crew are tacked.
Damn it all, George. Ya picked a fine time to complain.

Narrow Escape (U) -/- [S/d/p]

React: Play when you are paying an Adventuring Cost to produce 1 Adventuring.

As he looked back at his trapped mates, he realized it was a bit more narrow for some than others.

Near Miss (C) -/- [D/p/t]

React: Play when you suffer hits during boarding. You suffer 2 fewer Hits.

"He may be close enough to gut ye, but the deed ain't done 'till his knife's in yer belly." - Gerald Hohne

Nice Try! (R) -/- [S/d/p]

React: Tack your Captain when you suffer Hits to absorb 8 Hits.
Ya couldn't hit the broad side of the Queen of the Sea ya lubber! Is that the best ya can do? I'm standin' right here! Next time, why don't ya try to hit me?

No Escape! (R) M+0/- [S/d/p]

Move your Ship one sea closer to another players ship. You may then perform a Cannon Attack if you are in sea with another Ship.
Steering into the shallows does ya no good if it don't get ya out of the range of their guns. - Denny La Bree

Off Course (U) 3Ad/M [D/p/t]

Target another player's Ship. Move that Ship to a Sea adjacent to its current location.

The Navigator and the Captain both looked at the broken compass. Then they looked at the map. Then the Captain looked at his pistol, and the Navigator started running.

One With the Sails (U) 1Sa/- [S/d/p]

React: Play when you pay Sailing to produce 3 Sailing.

It's been nine days since we went out on the account with an act of pardon from her Grace on a small barkadeer. Hangin' here amongst the booms and fenders pulling a boot-toppin' for the Cap'n, watchin' the bully boys heave the sheets to bring a spring

Out of Rum (U) 4Ad/- [D/p/t]

Target a Crew with Swashbuckling less than 3. Tack that Crew.
Check for yourselves. There isn't a drop o'rum anywhere aboard ship! - Reputed last words of Kenneth Thyme, quartermaster.

Panache (U) -/- [S/d/p]

React: Play when you are paying a Swashbuckling cost to produce 1 Swashbuckling (This may neither absorb Hits nor inflict Hits during Boarding).

You have skill, my enemy, he said. But what you lack is style.

Peg Leg (U) 2Ad/- [S/d/p]

React: Play when you suffer Hits. You suffer 3 fewer Hits, and this card attaches to one of your Crew. This attachment has the Leg trait. A Crew may not have more than one Leg Attachment.
Cor, that's just how I lost me own leg!

Piles of Skulls (R) 5Sw/2Ad [D/p/t]

React: Play when a player completes an Adventure. That Adventure is discarded without benefit, unless the player pays 2 Adventuring.

We were expecting the treasure of Red Bart and found his accursed bones instead.

Point Blank Cannon Volley (C) 3Ca/- [D/p/t]

React: Play instead of performing a Boarding Attack. You inflict a 4 Hits on the other Ship in this Boarding. *Just as he lifted the brandy he'd been saving for his birthday to his lips, there was a crash and a roar... and it was gone.*

Prepare for Boarding (C) -/- [D/p/t]

React: Play instead of performing a Boarding Attack. For the remainder of the Boarding, all of your Boarding Attacks inflict 1 extra Hit.

Make fast yur souls, me boy! There be no turnin' back now!

Press Gang (C) 2Ad/- [D/p/t]

Put into play, from your hand, a Crew with an Influence Cost less than 3.

Rigging? Rigging? What in the blazes is rigging?

Queen of the Sea (R) 6Ad/2Sa [D/p/t]

Target a Ship. That Ship suffers 3 Hits.

Only three men have seen her and lived to tell the tale. And you've seen what's left of 'em, you'd know the price they paid wasn't worth the story.

Quick Reload (U) 1Ad/- [S/d/p]

Untack one of your Crew with the Gunner trait.

Quicken thy pace, sluggards! shouted the Dolman. Slothfulness is a demon and I shall beat it out of you if I have to!

Quick Sailing (U) 2Ad/- [D/p/t]

Untack one of your Crew with the Topman trait.

I'm going as fast as I can, ye fat old pig. Jeremy muttered under his breath.

Quick Tack (C) -/- [S/d/p]

React: Play when you suffer hits from a Cannon attack. You suffer 2 fewer Hits.

Hard to Starboard! Move, or you lads are all sleepin' in St. Rose's Grave tonight!

7th Sea Collectible Card Game

Ramming Speed (R) 3Sa/5Sa [S/d/p]

Target a Ship. Inflict Hits equal to your Ship's Move Cost +4 to that Ship. Then you suffer Hits equal to the opposing Ship's move Cost +1.

Damn the flames, and damn the water. If we're goin' down, we're takin' them with us.

Red Skies at Morning (R) 3Ad/3Sa [S/d/p]

Weather Target a Ship. Until the end of this turn, any time that ship pays a Sailing cost, the cost is increased by 2 Sailing.

...sailors take warning.

Red Skies at Night (C) 2Ad/- [S/d/p]

Weather Target a Ship. That Ship's Move Cost is decreased by 1 (minimum 1) until the end of the turn.

...sailor's delight.

Rough Voyage (U) 4Ad/2Sa [S/d/p]

Weather Target a Ship. That Ship suffers 2 Hits.

One hand for the ship - one hand for yourself. - Sailor's Proverb

Sabotaged Sails (U) 1Ad/2Sw [D/p/t]

React: Play when a player tacks a Crew to produce Sailing. That Crew produces no Sailing. That Crew's controller may pay 2 Swashbuckling to prevent this effect.

Sneakin' one saboteur aboard in the middle of the night costs a lot less than five tons o' cannon shot. That's more for us at the end o' the day!

Sailing Under the Jolly Roger (U) 2Sa/- [D/p/t]

Get any one Adventure card from your deck or discard pile. Show it to your opponent, then place it into your hand. Shuffle your deck.
It's one of the blessings of St. Rogers that a ship that flies his colors will always find a bit of adventure to spice up their voyage.

Scarlet Hook of Madness (R) 4Ad/- [S/d/p]

React: Play when you suffer Hits. You suffer 1 fewer Hit, and this card attaches to your Captain. This Attachment has the Hand trait. A Crew may not have more than one Hand Attachment. While this card is attached, once per turn as an action you may Sink one of your Crew to untack the Captain.

Scurvy (U) 5Ad/2Ad [D/p/t]

Target a Ship. Until the end of this turn, all Crew on that Ship have a -1 Swashbuckling (minimum 1).

That's what I likes to see on me crew: smilin' faces!

Slip of the Tongue (C) 1Ad/2Ca [D/p/t]

React: Play when a player tacks a Crew to produce Influence. That Crew produces no Influence. That Crew's controller may pay 2 Cannon to prevent this effect.

Oh... did I say that out loud? I'm terribly... hey, where are you going? Come back!

Sniper (U) 1Sa/- [S/d/p]

React: Play immediately after a Crew with 1 Swashbuckling tacks to absorb hits from a Boarding Attack. That Crew is Sunk.

Nah, we're not sure when the Cap'n got him but he can shoot the fish out of a seagull's mouth from fifty yards - backwards.

Son of a Gun (R) 1Sw/- [S/d/p]

React: Play when you pay Cannon to produce 2 Cannon.
Miss Aim? Never heard of her.

Southern Trade Winds (R) -/- [S/d/p]

Weather Until the end of the turn, your Ship's Move Cost is reduced by 2 (minimum of 1) while you are moving toward the Mirror.

Faster lads! We'll need more than this if we're gonna get by them Castillian Cannons!

Speed Isn't Everything (C) -/- [D/p/t]

React: Play when you suffer Hits. If your Ship's Move Cost is less than 3, you suffer 3 less Hits. You may not play this card during a Boarding.

...but it sure helps. - Berek

St. Roger's Day (C) 2Ad/- [D/p/t]

Move your Ship to an adjacent Sea. Beginning with the player on your left, any player may pay 3 Adventuring to cancel this action.
Looks after his own, he does. Ain't never been a storm on St. Rogers Day, son. Never been and never will be.

Steal Their Wind (U) 1Sa/3Sa [S/d/p]

Weather Target another Ship in this Sea. Until the end of this turn, when their Ship pays Sailing, the cost is increased by 2 Sailing.
As they raced ahead, we fell behind. If only our captain's curses could've filled the sails.

Steering Clear (C) -/2Sa [D/p/t]

React: Play when an opponent starts Boarding your Ship. This Boarding is canceled. The other player may pay 2 Sailing to cancel this action.

As he sailed away, Berek's men yelled insults at the Castillian navy ships - who found themselves empty-handed yet again.

Stirring Speech (R) -/- [D/p/t]

Tack a Holy Crew or a First Mate Crew to untack one of your other Crew, except your Captain.

A better man would have something to say to you today, boys. But me, all I's got to say is this: Every man who's standin' by me side when we're done tonight will have more gold than any one man can carry.

Syrneth Crystal Eye (R) -/- [D/p/t]

React: Play when you suffer Hits. You suffer 1 fewer Hits, and this card attaches to your Captain. This Attachment has the Eye trait, and gives a +1 Influence. A Crew may not have more than one Eye Attachment.

Don't look too close lad. The last man who did... well, I don't wanna see it twice.

Tagging (C) 1Ad/2In [C/d/s]

React: Play when a player tacks a Crew to pay a Swashbuckling cost. That Crew produces no Swashbuckling (This may not prevent a Crew from absorbing Hits or from inflicting Hits during Boarding). That Crew's controller may pay 2 Influence to cancel this action.

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Target Their Powder Rooms! (R) -/- [S/d/p]

React: Play when taking a Crew with a cannon skill greater than 3. That Crew produces 2 extra Cannon.

Run, lads, run!

The Better Part of Valor (C) 5Sa/- [C/d/s]

React: Play when an action card targets one of your cards. That action is canceled. Sink this card.

He who fights and runs away, gets his arse kicked twice as hard the next time we meet. - The General

The Great Grey (U) -/- [S/d/p]

Target any ship which has 3 or more Adventures in play, but not completed. That ship suffers 5 Hits.

You can't stay still too long in the ocean. There's too many things lurking under the waves that can smell a warm body.

The Living Storm (U) -/- [S/d/p]

Weather Target any Ship which has 2 or more Adventures in play, but not completed. That ship suffers 3 Hits.

The old sailors told me that some storms were smarter than others. I never believed it... until I sailed on the Forbidden Sea.

The Sailor's Curse (U) 4Ad/4Ad [D/p/t]

Target one Crew in play with an Influence less than 2. That Crew tacks.

*A purse of gold and a pretty face Don't belong in the same place
Wake with no clothes, no gold, no purse A love for the Jennies is the Sailor's curse. - Traditional Shanty*

Too Close for Comfort (C) -/- [D/p/t]

React: Play when you tack a Crew to absorb Hits. That Crew absorbs 2 extra Hits.

If I'd needed a shave, I would've asked for it.

Unexpected Turn of Events (U) -/- [S/d/p]

React: Play when a player in another Sea performs an action that causes you to suffer Hits. That player suffers the Hits instead of you.

Didn't expect to see us again, didya Smith? This is what your mother looks like, eh Diddles? Ooo. Yus gonna pay for that, Smith. Yus gonna pay.

Vodanken (R) 10Ad/4Sa [S/d/p]

Target a Ship. That Ship suffers 6 Hits.

If that's Matushka's steed, I'd hate to see Matushka. - The General

Wenching (C) 3In/- [D/p/t]

Target any one of your Crew, except your Captain. That Crew is untacked.

Another pint o'er here, lass. The mug can rest on the table and ye can rest on me lap.

When All Else Fails (C) 4Ad/- [S/d/p]

Target a Sea Attachment. That Attachment is destroyed.

When all else fails, take a hostage. Their guns get quiet when one of their own is tied to the figurehead. - J. Berek

Who Can You Trust? (R) 2In/- [S/d/p]

Target a Ship. That Ship suffers 1 Hit for each Villainous Crew card on board.

You can't trust the weather. You can't trust the sea. Who can you trust, my brother, if you can't trust me? -The Treacherous Sailor

You Won't Be Needin' This! (R) 1Ad/- [S/d/p]

Take any one Crew Attachment from your sunk pile, and put it on the top of your deck. Sink this card.

Don't ya be lookin' at me that way. He ain't gonna be needin' it where he's goin'. Trust me lad, sooner or later, you'll be learnin' there ain't no place for honor on the Seven Seas.

Crew

Aimon RichÈ du Purisse (C) Montaigne 3I

C:0 S:2 A:0 I:0 Sw:2 [P/c/t]

Topman When Aimon tacks to absorb Hits, she absorbs 2 extra Hits, except during Boarding.

She's too small, mon General, the bosun explained. Small and fast, the General nodded. And that is exactly what we need to catch the Avalon dog.

Alesio (R) Brotherhood 8I C:0 S:0 A:2 I:4 Sw:1 [P/c/t]

Unique ... Loyal ... Fate 1 ... First Mate Act: Tack to move one of your Sea Attachments to a Sea adjacent to its current location.

They say a Fate Witch can smell a destined man a hundred miles away. Why else do you think she stays so close to the Cap'n?

Andrei Levovich (C) Crimson Rogers 3I

C:1 S:0 A:1 I:0 Sw:3 [P/c/t]

React: Untack Andrei after another Ship begins a Boarding against your ship and you do not cancel it.

Don't be talkin' about Matushka in the Mirror, boy. Andrei did. He was an Ussuran once. Now, we don't know what he is.

Angus McCloud (U) Sea Dogs 6I C:2 S:1 A:2 I:1 Sw:3 [P/c/t]

Heroic Angus' Boarding Attacks inflict 3 extra Hits when the Ship has a Villainous Captain.

McGee calls him 'Cousin Angus'. Then again, every Highlander I meet calls him Cousin Angus. Small island, I guess. -Lyn' John Fox

Antonio Aldonez (U) Castille 5I C:1 S:2 A:2 I:0 Sw:4 [P/c/t]

Loyal ... Heroic ... Swordsman +1 (Antonio inflicts 1 extra Hit during Boarding Attacks.)

Really, Babette. I never met a woman so intent on looking at my face.

Archaeologists (C) Explorers 3I C:0 S:2 A:2 I:1 Sw:2 [P/c/t]

Loyal ... No Attachments

Charles, Madeline, pay attention this time. We don't want another fiasco like that last one. It's a good thing for you two that Martin is so short, or we'd have been carrying him home in two parts.

Arturo Rodriguez (R) Unaligned 4I C:1 S:2 A:2 I:1 Sw:1 [P/c/t]

Heroic

Three shares? That's a lot of Guilders, Captain. Unfortunately for you, Guilders are not what I'm interested in.

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Babette (U) Montaigne 4I C:0 S:0 A:1 I:1 Sw:3 [P/c/t]

Swordsman +1 (Babette inflicts 1 extra Hit during Boarding Attacks) When Babette's opponent in a Boarding Attack plays the final Boarding Attack card, she is sunk but all of the Hits are absorbed.

I'm going to cut that pretty face of yours right off your skull, Antonio.

Blacktooth Bill (C) Unaligned 1I C:0 S:0 A:1 I:0 Sw:1 [P/c/t]

No Attachments

I can takes ya wherever ya wants ta go. Jus' give me th' gold and we'll be on our way.

Bloody Bonnie McGee (R) Sea Dogs 8I

C:3 S:2 A:3 I:3 Sw:4 [P/c/t]

Unique ... Loyal ... Heroic ... First Mate ... Swordsman +2 (Bonnie inflicts 2 extra hits during Boarding Attacks) React: Tack Bonnie immediately after you perform a Cannon Attack. You may begin a Boarding with the Ship that was targeted by the Cannon Attack, pa

It's not a skirt! It's a kilt, ya dumb... oh, just hand me me cudgel and I'll explain the difference.

Brennan (U) Explorers 5I C:0 S:0 A:3 I:2 Sw:1 [P/c/t]

Loyal Act: Tack Brennan and discard a card from your hand to draw a card.

Brennan is always prepared for every situation... as if he's been planning for years. - Guy McCormick

Brutes (C) Unaligned 1I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]

No Attachments When this Crew tacks to absorb Hits, it absorbs 2 extra hits.

What are you lookin' at?

Buccaneers (C) Brotherhood 3I C:1 S:0 A:3 I:0 Sw:2 [P/c/t]

Loyal ... No Attachments

Oh blast. There goes two months of wages. Hey, Cap'n, ya lookin' for a rigger?

Bully Boys (C) Unaligned 2I C:0 S:0 A:0 I:0 Sw:2 [P/c/t]

No Attachments When this Crew tacks to absorb Hits, it absorbs 2 extra Hits.

Not today, ya scurvy scum! Not today or any other day!

Burke (R) Unaligned 4I C:0 S:0 A:2 I:0 Sw:4 [P/c/t]

Unique Burke has -2 Swashbuckling (minimum 1) while performing a Boarding Attack if the opposing Captain is Heroic. *Once, I was a member of the King's Men. It came to light that I'd been seeing the Captain's daughter in secret. Now, monsieur, I can never go home.*

Carlos Altenar (C) Castille 3I C:1 S:2 A:0 I:1 Sw:2 [P/c/t]

Villainous

Carlos never liked Avalons. Or Castillians. Or Montaignes. Or Ussurans...

Coledoine (R) Sea Dogs 6I C:0 S:0 A:0 I:2 Sw:1 [P/c/t]

Unique ... Loyal ... Glamour 1 When Coledoine tacks to produce Influence, you may discard a card from your hand to produce 2 extra influence.

There are so many stories about Coledoine and Berek... and in Avalon, they just may all be true.

Cosette (R) Explorers 7I C:2 S:3 A:2 I:1 Sw:2 [P/c/t]

Unique ... Loyal ... Heroic ... First Mate Cosette has a +1 to all skills while you have an uncompleted Artifact Adventure in play. *Don't know why such a pretty face would be wastin' her time on a sailin' ship, and e'ery time someone asks, she just walks away.*

Denny La Bree (C) Brotherhood 3I C:0 S:3 A:2 I:0 Sw:1 [P/c/t]

Topman

Bad food, no sleep, worms, rats, scury, sea monsters, smelly bunkmates. Heh, still beats a cold cell back on the island any day of the week.

Domingo (U) Crimson Rogers 5I C:3 S:0 A:1 I:1 Sw:2 [P/c/t]

Gunner

This ought to give 'em a bellyful eh, me beauty?

Domingo Marten de Avila (U) Castille 5I

C:2 S:2 A:0 I:1 Sw:3 [P/c/t]

Topman ... No Attachments Domingo has +2 Sailing if his captain is Castillian.

It's the Avalons! Sink the dogs below the waves! For Castille! For Castille!

Don Deanna (U) Castille 5I C:0 S:0 A:2 I:1 Sw:3 [P/c/t]

Loyal ... Villainous ... Swordsman +1 (Don Deanna inflicts 1 extra hit during Boarding Attacks.) You may draw 1 card immediately before Don Deanna starts a Boarding Attack. *Let's try this once again, only without the groveling.*

Donna (R) Brotherhood 5I C:1 S:0 A:3 I:1 Sw:3 [P/c/t]

Unique .. You may draw 1 card immediately before Donna starts a boarding attack.

Someone once asked him if he had a girlfriend named 'Ed'. Donna killed him, too.

Dorf Klinderhoff (R) Sea Dogs 4I C:1 S:2 A:1 I:0 Sw:2 [P/c/t]

Unique ... Loyal Dorf does not count toward your crew maximum. *I said 'Keep 'er still!' How do you expect me to get anything done down here while... Blast it! Keep 'er still!*

Fancy Dans (C) Unaligned 2I C:0 S:0 A:0 I:2 Sw:1 [P/c/t]

No Attachments

After you, Alfonse! Oh no! After you, I insist!

Felipe Jose de Granjero (R) Castille 5I

C:0 S:1 A:0 I:2 Sw:3 [P/c/t]

Unique ... Swordsman +2 (Felipe inflicts 2 extra Hits during Boarding Attacks.) React: Tack and sink Felipe when you are suffering hits and you have Margareta Orduno in play. All of the Hits are absorbed. You may not put another copy of Felipe into play.

If I were the captain, I'd keep a close eye on any fellow who's teaching my wife how to use a sword.

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Fierbas Desaix du Paix (U) Montaigne 6I

C:2 S:1 A:0 I:2 Sw:2 [P/c/t]

Gunner When Fierbas tacks to produce Cannon, you may discard a card from your hand to produce 2 extra Cannon.

Fierbas! I shouted. We're out of shot! I heard a rip and a scream, then he shouted back. Not anymore, my friend!

Foul Weather Jack (C) Explorers 3I C:2 S:0 A:1 I:1 Sw:1 [P/c/t]

Gunner You must discard the top card of your deck each time you shuffle your deck. Sink Jack if the boarding attack on the discard is a Slash.

Had a parrot once. Lost 'im. Had me a cat, too. Had me a dog. Had me a rat. Had me a wife... you don't wanna hear about her.

Fyodor Zastienchiv (U) Brotherhood 6I

C:0 S:1 A:2 I:1 Sw:3 [P/c/t]

Loyal ... Holy React: Tack when one of your Crew with the No Attachments trait is sunk. That Crew is put in your discard pile. *Saved me life he did by liftin' that cannon. Ne'er met a man with such strength, or a bigger heart.*

Gerald Hohne (U) Crimson Rogers 4I C:2 S:0 A:1 I:0 Sw:1 [P/c/t]

Act: Sink one of your Crew to give Gerald a +3 Swashbuckling until the end of the turn. You may perform this action once per turn.

Be careful, lad. Round here, folks who don't prove useful wind up Gerald's dinner. -Paule du Paix

Gerard Rois et Reines (R) Montaigne 8I

C:1 S:2 A:3 I:3 Sw:4 [P/c/t]

Unique ... Loyal ... Heroic ... First Mate ... Swordsman +2 (Gerard inflicts 2 extra hits during Boarding Attacks) When Montaigne Crew on this Ship are tacking to absorb Hits, they absorb 1 extra Hit.

For five generations, every first-born has been a musketeer. Gerard will be the last.

Gilles Allais du Crieux (U) Montaigne 5I

C:2 S:0 A:2 I:2 Sw:3 [P/c/t]

Villainous

The Avalons used to call him "Snowbeard", so he shaved it off. Now, they just call him things that shouldn't be repeated in the presence of ladies.

Grimey Stubbs (R) Unaligned 4I C:4 S:0 A:1 I:0 Sw:2 [P/c/t]

Unique ... Gunner After Grimey tacks to produce Cannon, discard the top card of your deck. If the Boarding Attack on the discard is a Thrust, Grimey is sunk.

Whoops, almost dropped me match in the keg. Maybe I oughta move it out of the way... nah.

Grousin' George (R) Unaligned 4I C:0 S:4 A:0 I:0 Sw:2 [P/c/t]

Topman ... Villainous George may not be placed on a Heroic Captain's Ship.

I hates me the rats, and I hates me the food and I hates me the bosun and I hates me the...

Invar Andersson (U) Brotherhood 4I C:1 S:2 A:2 I:0 Sw:2 [P/c/t]

Heroic ... Swordsman +1 (Invar inflicts 1 extra Hit during Boarding Attacks) He works all night long, he fights with a stout heart, and a whenever he's done with the day's work, he looks to the north, sighs to himself and whispers

I'm coming home, Anna. Soon as I can.

Isabeau Dubois du Arrent (C) Montaigne 4I

C:0 S:2 A:1 I:2 Sw:2 [P/c/t]

Loyal Act: Tack to inflict 1 Hit on an opposing Ship in your Sea. *Hold still, she whispered high in the rigging. Hold still or I might hit that lovely gentleman behind you.*

Jack Tars (C) Sea Dogs 4I C:1 S:2 A:0 I:0 Sw:2 [P/c/t]

Loyal Jack Tars have a +2 Swashbuckling during a Boarding with a Ship you have targeted with a Cannon attack this turn.

No sir, Cap'n Berek, sir. No problem. Just a wee storm, that's all. Remember when Harry o'er there got himself struck by lightnin'? Now that was a storm!

Jack Trades (R) Unaligned 5I C:2 S:2 A:2 I:2 Sw:2 [P/c/t]

Heroic

I'm on it, Sir.

Jacob Faust (U) Explorers 5I C:1 S:0 A:3 I:2 Sw:2 [P/c/t]

Loyal ... Heroic Once per turn, when your Ship is in a Sea containing one of your Artifact Adventures, you may immediately perform an action to complete it.

He's seen horror no man should have to see, and his face only shows the half of it.

Javier de Bejarano (R) Crimson Rogers 4I

C:0 S:0 A:2 I:1 Sw:1 [P/c/t]

Loyal ... Villainous React: Tack when a player is taking a card from their discard or sunk pile. The card is sent to their sunk pile. *At last, immortality is nearly within my grasp. I know the secret of the First Test, and the other two shall soon follow.*

Jemy (C) Crimson Rogers 3I C:0 S:3 A:0 I:0 Sw:2 [P/c/t]

Topman ... Heroic Jemy may not start a Boarding Attack. Jemy has +1 Swashbuckling when defending against a Boarding Attack. *He hasn't said a word since we found him, but Jemy's as strong as three men. The mangy cur just refuses to fight. -Riant Gaucher*

Jens Bjorn (U) Unaligned 2I C:0 S:0 A:1 I:1 Sw:1 [P/c/t]

This is no place for a lady at this time of night, ma'am. There are all sorts of unsavory characters about. Me f'r instance.

Jillison Brown (C) Brotherhood 3I C:0 S:0 A:1 I:2 Sw:1 [P/c/t]

React: Tack when you are paying a cancel cost of an action to produce 3 points towards its cost.

Jillison is here to watch, listen and remember, so that others will not forget.

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Jimmy Bass (U) Sea Dogs 4I C:3 S:0 A:0 I:0 Sw:2 [P/c/t]
Gunner Jimmy produces 2 extra Cannon when you are targeting a Ship that you have performed a boarding with this turn.
The hook took hold on the ship just next to Jimmy's head. He tilted the cannon fifteen degrees and let the scum taste Avalon shot first-hand.

Joern Keitelsson (R) Crimson Rogers 7I
C:2 S:2 A:3 I:2 Sw:3 [P/c/t]
Unique ... Loyal ... First Mate While Joern is on the Ship, your Hand Size is increased by 1.
I shoved the knife deep into the Vestenmannavnjar's stomach. He didn't even blink. Just smiled. "My turn," he said and raised his sword...

Julius Caligari (U) Crimson Rogers 5I
C:1 S:0 A:0 I:3 Sw:3 [P/c/t]
Villainous
My brother? For that price, I'd sell him, my father, my mother, and my sister. Done and done.

Korintine Nicolovich (R) Explorers 5I
C:1 S:2 A:2 I:1 Sw:3 [P/c/t]
Unique React: When Korintine is about to be sunk, discard the top card of your deck. If the Boarding Attack on the discard is a Dagger, then Korintine is placed on the top of your deck instead of in the sunk pile.
I'll take the Ussuran. He's unarmed... Oh no. - Llew Babel's last words

Leonard Pinkerton (U) Unaligned 1I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]
When Leonard Pinkerton tacks to absorb Hits during a Boarding, he absorbs 2 extra Hits.
I know the crew thinks I'm lucky, Captain, but do I have to play during the battles, too?

Li'l Jim (U) Unaligned 3I C:0 S:3 A:1 I:0 Sw:1 [P/c/t]
Topman
He signed on the ship as a swabber, but when we got into the thick of it, we learned he could do more than just push a mop.

Lord Windamshire (U) Explorers 4I C:0 S:1 A:3 I:2 Sw:1 [P/c/t]
When you complete an Adventure which increases a Crew's Influence, you must attach it to Windamshire, if able. Act:
Discard 2 cards from your hand to move an Influence-increasing Attachment from Windamshire to another of your Crew.

Louis Sices du Sices (C) Montaigne 5I
C:3 S:0 A:0 I:2 Sw:3 [P/c/t]
Gunner ... Heroic
Methodical is one word. Meticulous is another. I wouldn't use either to describe Louis. I'd call him an artist before I'd call him a gunner. -Gerard

Lucky Lou (U) Unaligned 2I C:0 S:0 A:0 I:1 Sw:1 [P/c/t]
React: When Lou is about to be sunk, discard the top card of your deck. If the Boarding Attack is a Punch or a Dagger, place Lou in your discard pile instead.
Come on, Raven. Let's go see if we can't find a gambling hall. With any luck, we'll have something besides fish for dinner.

Lucrezia (U) Unaligned 3I C:0 S:0 A:1 I:0 Sw:1 [P/c/t]
Fate 1
One day, she just appeared up there, laughin' like a storm. Since nobody's got the guts to go up and bring her down, she's been there e'er since.

Luis de Rioja (C) Castille 4I C:0 S:0 A:0 I:1 Sw:1 [P/c/t]
Act: Tack and sink Luis to get any one crew card from your sunk pile and put it in your hand.
He'll be alright. Now, if you will excuse me, I have other patients who need my attention.

Lyin' John Fox (C) Sea Dogs 4I C:2 S:2 A:2 I:0 Sw:2 [P/c/t]
React: Tack John immediately after completing a Goods Adventure. You may perform an additional action after this one.
These ain't no dentist tools - these be arcane Syrneth artifacts or my name ain't John Wiggins.

Mad Mario (U) Unaligned 3I C:2 S:0 A:0 I:0 Sw:1 [P/c/t]
When Mario sinks to absorb Hits, he absorbs 4 extra Hits.
Spy on this, ya Montaigne bastard!

Maggie Malone (C) Explorers 3I C:0 S:3 A:1 I:0 Sw:1 [P/c/t]
Topman When Maggie tacks to absorb Hits, she absorbs 1 extra Hit, except during Boarding.
McCormic found her on the Isle of Syrneth and gave her his mother's maiden name. The only reminder she has of her heritage are two strange tattoos on the bottom of her feet.

Manuel Dejavez (U) Castille 4I C:1 S:4 A:0 I:0 Sw:2 [P/c/t]
Topman React: When Manuel tacks to absorb hits, he absorbs 2 extra Hits, except during a Boarding.
He used to be a dancer. Before you laugh, try balancing on a swaying mast without holding onto anything.

Margareta Orduno (R) Castille 7I C:0 S:0 A:2 I:3 Sw:4 [P/c/t]
Unique ... Loyal ... First Mate ... Swordsman +2 (Margareta inflicts 2 extra hits during Boarding Attacks) Margareta has +2 Swashbuckling while you have Enrique Orduno in play and tacked.
Of course I married below my station. Doesn't every woman?

Mark Scars (R) Unaligned 6I C:4 S:0 A:1 I:1 Sw:2 [P/c/t]
Gunner
Don't ask him about his scars and tattoos unless you want one yourself. - Grimey Stubbs

Marketeteers (C) Unaligned 1I C:0 S:0 A:0 I:1 Sw:1 [P/c/t]
No Attachments
Right here, Cap'n! Ya lookin' for a crew! Here's the best crew ya'll ever find on the Seven Seas! Hey, where ya goin'?

Maureen Leveque (U) Montaigne 5I C:2 S:1 A:0 I:1 Sw:2 [P/c/t]
React: When a Ship enters this Sea, Maureen may immediately tack to perform a Cannon Attack against that Ship.
She just makes everything on the ship run a little smoother.

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Michael Fitzhugh (U) Unaligned 3I C:1 S:1 A:1 I:1 Sw:1 [P/c/t]
Villainous When Michael tacks to absorb Hits, he absorbs 1 extra Hit.

Aye, Cap'n, useful he may be, but how much longer does ya think ya can trust him?

Michel Rois et Reines (U) Montaigne 4I

C:0 S:2 A:0 I:2 Sw:2 [P/c/t]

React: Tack when your Ship moves to a different Sea. Target a Sea Attachment in the new Sea. That attachment is discarded.

Well, that depends, are you referring to the Church Meridian or the Pirate Meridian? The Pirate Meridian is 13 degrees to the east.

Mountainous Mike (U) Unaligned 4I C:0 S:1 A:1 I:0 Sw:3 [P/c/t]

You may draw one card when Mountainous Mike starts a Boarding Attack.

By the time I finished looking up at 'im, I was too tired to fight, so I bought 'im a drink instead. - Grimey Stubbs

Mr. Smythe (U) Unaligned 3I C:2 S:0 A:0 I:0 Sw:2 [P/c/t]

Heroic

Yes, Sir! How high, Sir?

Needle Nose Nye (C) Sea Dogs 3I C:1 S:3 A:0 I:1 Sw:1 [P/c/t]

Nye may not tack to absorb Hits during Boarding. Nye may be sunk to absorb 1 Hit during Boarding.

We calls him that because nobody can pronounce his name 'cept the Cap'n. 'Course, with 'im not speaking Avalon and us not speakin' Castillian, I don't think he knows what it means. - Phelan Cole

Otiro (U) Unaligned 3I C:1 S:0 A:2 I:0 Sw:2 [P/c/t]

Funny lookin'fella. Could be Crescent, could be from Cathay. Can't say. But he's chasin' somethin', that's for sure.

Padre Alfonso (R) Castille 4I C:0 S:0 A:1 I:3 Sw:2 [P/c/t]

Unique ... Loyal ... Holy ... Villainous React: Tack after a Crew tacks to absorb Hits. That Crew absorbs zero Hits.

Goodbye, my son. May Theus receive you and hold you near, the priest intoned, and then plunged his knife into the wounded man's eye.

Padre Esteban (C) Castille 3I C:2 S:1 A:0 I:0 Sw:2 [P/c/t]

Gunner ... Holy

Let us give thanks to Theus for the lead you are about to receive...

Paule du Paix (U) Crimson Rogers 4I C:1 S:0 A:2 I:0 Sw:2 [P/c/t]

While your Ship is engaged in a Boarding, Paule has a +2 Swashbuckling.

Paule carries out vengeance with all the reverence of a priest in prayer. Some men dig two graves before sailing out on the sea of revenge. Paule digs thirty.

Pepin (R) Montaigne 6I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]

Unique ... Loyal Act: Tack Pepin to untack one of your Crew.

Pepin may be small, but he's got a heart the size of the Mirror. And that is more than I can say for most of you. -The General

Phelan Cole (U) Sea Dogs 5I C:2 S:3 A:0 I:1 Sw:2 [P/c/t]
Topman React: Tack after you suffer Hits in a Boarding to end the Boarding. The other player in the Boarding may cancel this action by tacking 4 Swashbuckling.

He's a good man to have when having one's the only thing that will save your neck. -Bloody Bonnie

Phineas Flynn (U) Unaligned 3I C:0 S:0 A:0 I:0 Sw:2 [P/c/t]

Glamour 1

I've already been a robber on the road. Time to try being a robber on the waves.

Powder Monkeys (C) Unaligned 2I C:1 S:0 A:1 I:0 Sw:1 [P/c/t]

No Attachments

I don't care if the water's over yer head! Get down there and man them cannons or I'll stick this pistol so far up yur nose yu'll be sneezin' gunpowder for a week!

Rafael de St. Theresa (C) Crimson Rogers 3I

C:1 S:0 A:1 I:1 Sw:2 [P/c/t]

Rafael's Boarding Attacks that finish with a Thrust inflict 1 extra Hit.

Red Scarves (C) Crimson Rogers 3I C:2 S:0 A:1 I:0 Sw:1 [P/c/t]

Loyal ... No Attachments When Red Scarves tack to absorb Hits, they absorb 1 extra Hit.

Look out lads! Reis is lookin' for a new cannon crew!

Reggie Wilcox (R) Brotherhood 5I C:1 S:1 A:2 I:0 Sw:2 [P/c/t]

Act: Tack Reggie and target a Ship in this sea. The target player must tack one of his or her Crew.

I canno' climb a wall o' glass, Cap'n. No 'for free, anyways.

Riant Gaucher (R) Crimson Rogers 6I

C:1 S:2 A:2 I:2 Sw:2 [P/c/t]

Unique ... Loyal ... Villainous React: When you are paying an influence cost, tack Riant and sink one friendly Crew to produce 5 Influence.

There's nothing so lovely as the red and white of a man's back fayed open to the bone.

Riggers (C) Unaligned 2I C:0 S:2 A:0 I:0 Sw:1 [P/c/t]

No Attachments When this Crew tacks to absorb Hits, it absorbs 1 extra Hit, unless your ship is engaged in a Boarding.

You take his legs and I'll take his arms. Blast it, I always get the legs!

Roger Gaffrin (U) Sea Dogs 5I C:0 S:1 A:0 I:1 Sw:1 [P/c/t]

Loyal React: Tack instead of performing a Boarding Attack. Until the end of this Boarding, your Sea Dogs Crew inflict 1 extra Hit during Boarding Attacks.

I do not understand why the Avalons insist on having a shantyman aboard. Seems a waste of deck space to me. -The General

Rosa Maria de Barcino (U) Castille 4I

C:0 S:0 A:3 I:2 Sw:3 [P/c/t]

Rosa has +1 Influence while in la Boca.

Come, come, gentlemen. I am armed, but then again, what could a woman know about using a sword?

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Rosamonde du Montaigne (C) Montaigne 3I

C:0 S:0 A:0 I:1 Sw:1 [P/c/t]

Loyal ... No Attachments React: Tack when you tack one of your Crew to produce Influence. That Crew produces 3 extra Influence.
We are here to ensure l'Empereur's fleet is performing exactly as it ought to be. A bloody waste of deck space if you ask me, the General grumbled to himself.

Samuel Sanderson (C) Explorers 3I C:0 S:0 A:1 I:1 Sw:2 [P/c/t]

When Samuel tacks to absorb Hits, he absorbs 2 extra Hits.

It never hurts to improvise a bit during a fight.

Samuel Smitts (C) Crimson Rogers 4I C:3 S:0 A:0 I:0 Sw:2 [P/c/t]

Gunner Samuel uses his Cannon skill instead of his Swashbuckling when inflicting Hits in a Boarding Attack.

Long ago, Smitts tried to steal a pearl from Reis' treasure trove. When the Captain caught him, he let him keep it.

Sandoval's Guard (C) Castille 3I C:1 S:1 A:1 I:0 Sw:3 [P/c/t]

Loyal ... No Attachments

Steel is the best sword. Honor is the best shield.

Scott Jay (R) Unaligned 6I C:0 S:0 A:4 I:0 Sw:3 [P/c/t]

React: When you are paying an Influence cost, once per turn, you may discard 2 cards from your hand to produce 2 Influence.

He used to collect artifacts for the Explorers. Now he collects Guilders for the highest bidder.

Sean McCorley (U) Brotherhood 5I C:1 S:0 A:3 I:0 Sw:3 [P/c/t]

Heroic ... Swordsman +1 (Sean inflicts 1 extra Hit during Boarding Attacks)

Don't take it so seriously, lad. We all gonna die someday. It ain't the when that matters... it's the how.

Shellbacks (C) Unaligned 2I C:0 S:0 A:2 I:0 Sw:1 [P/c/t]

No Attachments

Soft me lads! This cove has claimed better men than us.

Sidney (U) Unaligned 3I C:0 S:1 A:0 I:0 Sw:1 [P/c/t]

Porte 1

Half-breed, Timothy sneered at him. Sidney smiled. Sometimes, a little is just enough.

Slippery Sal (U) Unaligned 2I C:2 S:0 A:0 I:0 Sw:1 [P/c/t]

Villainous ... No Attachments Sal counts as two crew against your crew maximum.

How was I suppose to know the powder monkeys were down there?

Solomon Sails (U) Unaligned 3I C:0 S:3 A:0 I:0 Sw:1 [P/c/t]

React: When Solomon sinks to absorb Hits, he absorbs 4 extra Hits.

Aye, it's me real name. Me grandfather's name in fact. Ain't it funny how fate works out?

The Calloways (U) Explorers 5I C:0 S:0 A:2 I:3 Sw:2 [P/c/t]

React: Tack immediately after you have put an Artifact Adventure into play. Move your Ship 1 Sea closer to the Adventure.

Vincent and Rose were both born on an Explorer ship, they met on an Explorer ship, got married on an Explorer ship and they'll probably die on an Explorer ship.

Thom Brunner (C) Brotherhood 4I C:3 S:0 A:1 I:0 Sw:2 [P/c/t]

Gunner

No sir, Captain Allende, sir. I don't mind the small quarters at all. More room here than in my cell back on the island, that's for certain.

Thomas Metzger (U) Unaligned 5I C:2 S:0 A:3 I:1 Sw:3 [P/c/t]

Thomas' Punch Attacks inflict 2 extra Hits.

I used to be Thomas Zaharzt, but I had it changed.

Timothy le Beau (R) Montaigne 7I C:0 S:0 A:0 I:2 Sw:2 [P/c/t]

Unique ... Loyal ... Porte 1 Act: Tack Timothy and target a Ship. Timothy inflicts 1 Hit on that Ship.

Are you sure you were able to drop that penny into the Captain's pocket, Pepin? The boy nodded. Timothy grinned and rubbed his bloody hands together.

Tom Toblin (U) Sea Dogs 5I C:1 S:2 A:1 I:1 Sw:2 [P/c/t]

While Tom is in play, your item Attachments have their Influence costs reduced by 1 (minimum 0).

Tom is hiding behind her dead brother's name until she's ready to bring the bastard who killed him to justice.

Two-Toe Terrence (C) Unaligned 1I C:0 S:1 A:0 I:0 Sw:1 [P/c/t]

No Attachments

Nah, I'm all right. Just lost me footin', that's all. Give me a moment to catch me breath, and I'll be right back up in the riggin' where I belongs.

Velik (U) Brotherhood 6I C:2 S:2 A:3 I:1 Sw:3 [P/c/t]

Heroic React: Tack when a card with the Weather trait is targeting one of your cards. That action is canceled.

No magic, my Captain. Just a little miracle. Glad you appreciate it.

Vincent Rochester (C) Unaligned 3I C:2 S:0 A:1 I:0 Sw:2 [P/c/t]

No Attachments

Get back ta work an'keep yur hands out o' the powder!

Warren Abbotsford (U) Explorers 4I C:1 S:0 A:1 I:0 Sw:2 [P/c/t]

Villainous Act: Tack to inflict 3 Hits on a Ship in this Sea. Discard the top card of your deck - Warren is sunk if the Boarding Attack on the discard is a Punch.

You never know what you're gonna find in those ruins. Look at these humming marbles, for... oops.

Wee Willy (R) Explorers 5I C:3 S:0 A:1 I:0 Sw:1 [P/c/t]

Unique ... Gunner ... Loyal React: When Wee Willy tacks to conduct a cannon attack, discard the top card of your deck. If the boarding attack on the discard is a Slash, this cannon inflicts 3 extra hits.

Are you sure that's gonna fit in the cannon? Trust me. Just cover your eyes when we fire it.

Wilhelm Dunst (R) Unaligned 4I C:0 S:0 A:3 I:1 Sw:3 [P/c/t]

Heroic ... Holy

Don't tell me how to fight. I've killed more men than you have thoughts in your little head.

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William Fodd (U) Brotherhood 4I C:0 S:3 A:2 I:0 Sw:1 [P/c/t]
Topman When William tacks to absorb Hits from a Cannon Attack, he absorbs 2 extra Hits.
I ne'er seen anything like it. The cannon shot flies by his head and he just don't seem to notice.

William Toss (C) Sea Dogs 4I C:0 S:1 A:1 I:2 Sw:3 [P/c/t]
I looked at the double-headed coin and smiled. "Heads, of course." It landed in his hands and we both looked. "Sorry, pal. I'll take that purse now."

Adventures

Across the Mirror (C) [T/c/s]
1 Sea Away To complete: Tack 3 Adventuring (2 if completed in the Mirror). Crew Attachment: +3 Adventuring.
I ain't gonna lie ta ya. It's one long haul across the Mirror, boys. But once we get to the other side, there's enough gold ta buy ya all crowns and women whowill treat ya like kings!

Ancient Maps (R) [T/c/s]
Unique ... 3 Seas Away To complete: Tack 18 Adventuring (10 if completed in Frothing Sea). Artifact Captain Attachment: Act: Tack the Maps to draw a card.
These maps are everything I could've hoped for and more. They tell me where to look for the keys to the Three Tests... -Javier de Bejarano

Avalon Noble (C) [T/c/s]
1 Sea Away To Complete: Tack 3 Adventuring (2 if completed in Frothing Sea) Crew Attachment: +3 Adventuring
I need you to take this to the Emperuer of Montaigne, and the Queen mustn't hear one word of it.

Barrels of Beer (C) [T/c/s]
1 Sea Away ... Goods Adventure To Complete: Tack 3 Adventuring (2 if completed in La Boca) Crew Attachment: +2 Influence
Yes, Sir. I was just gettin' to that, Sir.

Bjornsson's Horn (R) [T/c/s]
Unique ... 3 Seas Away To complete: Tack 17 Adventuring (10 if completed in Trade Sea). Artifact Captain Attachment: React: Tack your Captain and discard the horn instead of performing a Boarding Attack. Untack all of your Crew (including your Captain).

Bolts of Fine Cloth (C) [T/c/s]
1 Sea Away ... Goods Adventure To complete: Tack 3 Adventuring (2 if completed in Frothing Sea). Crew Attachment: +2 Influence.
Finer cloth you'll never see, m'lady. I had it shipped in from Cathay just this week, and my supplies are running short already.

Casks of Fine Wine (C) [T/c/s]
1 Sea Away ... Goods Adventure To Complete: Tack 3 Adventuring (2 if completed in Trade Sea). Crew Attachment: +2 Influence
Blimey, Mitchell! This is the best wine we've ever guarded.

Castillian Merchant Ship (C) [T/c/s]
1 Sea Away To Complete: Tack 3 Adventuring (2 if completed in the Forbidden Sea). Crew Attachment: +3 Cannon
Let's have us a toast in memory of them fine men... and the fine wine they left behind!

Castillian Swordmaster (U) [T/c/s]
1 Sea Away To Complete: Tack 4 Adventuring (3 if completed in LaBoca). Crew Attachment: +1 Swashbuckling. This Crew inflicts 2 extra Hits during Boarding Attacks.
No! No! Stop! If you cannot master the song you will never master the blade. Begin again!

Crashing Seas (C) [T/c/s]
1 Sea Away To complete: Tack 3 Adventuring (2 if completed in Frothing Sea). Crew Attachment: +3 Sailing.
One minute he was there, standin' next to me. The next, Mother Ocean had him, and all I could do was thank her for not takin' me with him.

Cutlass of Command (U) [T/c/s]
Unique ... 3 Seas Away To complete: Tack 12 Adventuring (6 if completed in Forbidden Sea). Artifact Captain Attachment: +2 Cannon, +2 Sailing, +2 Adventuring, +2 Influence, +2 Swashbuckling
Somehow, the cutlass just seemed realer than everything else. It's silly, I know, but I can't explain it any other way.

Eisen Cannons (C) [T/c/s]
1 Sea Away To Complete: Tack 3 Adventuring (2 if completed in Frothing Sea). Item ... Crew Attachment: +3 Cannon
She ain't made o' that Eisen steel, but she's Eisen design from head to toe and that's good enough for me.

Forbidden Delicacies (C) [T/c/s]
1 Sea Away ... Goods Adventure To complete: Tack 3 Adventuring (2 if completed in the Mirror). Crew Attachment: +2 Influence.
Yurgh! I can see why they're forbidden.

Franzini's Lost Notebooks (C) [T/c/s]
1 Sea Away To complete: Tack 3 Adventuring (2 if completed in la Boca). Item Crew Attachment: +3 Adventuring.
She painted to ease her loneliness, but she invented to ease her guilt.

From the Depths (R) [T/c/s]
2 Seas Away To complete: Tack 7 Adventuring (5 if completed in Trade Sea) Crew Attachment: +5 Cannon
Take that, ya varmint!

Ivory Spyglass (R) [T/c/s]
2 Seas Away To Complete: Tack 15 Adventuring (8 if completed in La Boca). Unique ... Artifact Captain Attachment: +3 Sailing Your Hand Size is increased by 2 while the Spyglass is attached to your Captain. *Not only did the spyglass show its owner the future—it showed him several likely futures.*

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Keel of Rowan Wood (R) [T/c/s]

1 Sea Away To complete: Tack 6 Adventuring (4 if completed in Trade Sea). Item Crew Attachment: +3 Influence
I don't care what the Cap'n did to get it, that Sidhe wood smells... like blood.

Lady Katerina (C) [T/c/s]

1 Sea Away To complete: Tack 3 Adventuring (2 if completed in the Mirror). Crew Attachment: +1 Swashbuckling. This Crew inflicts 1 extra Hit during Boarding Attacks.
Take this to the general Montegue. And don't let anyone see you leave.

Mordekai's Casket (U) [T/c/s]

1 Sea Away To Complete: Tack 4 Adventure (3 if completed in the Mirror) Item Crew Attachment +1 Swashbuckling. This Crew inflicts 2 extra Hits during Boarding Attacks.

What's in it? I asked. You don't want to know, responded the Kire.

Passionate Duel (U) [T/c/s]

1 Sea Away To Complete: Tack 6 Adventuring (4 if completed in Forbidden Sea) Crew Attachment: +2 Swashbuckling. This Crew inflicts 1 extra Hit during Boarding Attacks.

You duel divinely, my dear. Let us put our swords away and try a different kind of duel.

Raze the Village (C) [T/c/s]

1 Sea Away To Complete: Tack 3 Adventuring (2 if completed in Forbidden Sea). Crew Attachment: +1 Swashbuckling. This Crew inflicts 1 extra Hit during Boarding Attacks.

Today we have collected only a few of the blood debts the Vendel owe us. Soon enough, the merchants will pay in full.

Rose & Cross Apprentice (C) [T/c/s]

1 Sea Away To Complete: Tack 3 Adventuring (2 if completed in the Frothing Sea) Crew Attachment: +1 Swashbuckling. This Crew inflicts 1 extra Hit during Boarding Attacks.

Sails of Wind (R) [T/c/s]

Unique ... 3 Seas Away To Complete: Tack 15 Adventuring (8 if completed in the Mirror). Artifact Captain Attachment: React: Tack Sails of Wind after your Ship has moved to an adjacent Sea to move again at no cost.

Save the Princess (C) [T/c/s]

1 Sea Away To Complete: Tack 3 Adventuring (2 if completed in Frothing Sea). Crew Attachment: +3 Adventuring

Aye, an' when yur done payin' us for savin' her, that'll be doubly true!

Scraping the Bottom (U) [T/c/s]

1 Sea Away To complete: Tack 6 Adventuring (4 if completed in Forbidden Sea). Crew Attachment: +4 Adventuring.

Oh no. Hard tack and water again! - Mortimer Snuff

Sidhe Sails (U) [T/c/s]

1 Sea Away To complete: Tack 6 Adventuring (4 if completed in Trade Sea). Crew Attachment: +4 Sailing.
I don't know how the Captain got those sails from the Sidhe, and I don't want to know, neither. Some things you're just better off not knowing.

Sinking of the Swan (C) [T/c/s]

1 Sea Away To Complete: Tack 3 Adventuring (2 if completed in La Boca). Crew Attachment: +3 Cannon
YOU tell the Empereur the ship cannot sail if it is made of gold. I already upset him this morning, and I haven't even talked to him yet.

Stolen Guns (U) [T/c/s]

2 Seas Away ... Goods Adventure To complete: Tack 4 Adventuring (3 if completed in Frothing Sea). Crew Attachment: +3 Influence
They ain't stolen, they be salvage! The ship we got 'em from was sinkin'!

Storms Make Sailors (C) [T/c/s]

Location: 1 Sea Away To Complete: Tack 3 Adventuring (2 if completed in Trade Sea). Crew Attachment: +1 Swashbuckling. This Crew inflicts 1 extra Hit during Boarding Attacks.
Storms make men and break boys. -Sailor Proverb

The Ocean's Teeth (R) [T/c/s]

2 Seas Away To complete: Tack 7 Adventuring (5 if completed in Trade Sea). Crew Attachment: +5 Adventuring
The northern islands of the Vestenmannavnar hold more dangers than just mermaids.

Ussuran Pelts (C) [T/c/s]

1 Sea Away ... Goods Adventure To Complete: Tack 3 Adventuring (2 if completed on the Forbidden Sea). Crew Attachment: +2 Influence.

We don't know who skinned 'em, and we don't care... even if there are twelve foot bears showin' up in e'ery port we dock.

Vodacce Valuables (U) [T/c/s]

2 Seas Away To complete: Tack 4 Adventuring (3 if completed in the Forbidden Sea). Crew Attachment: +3 Influence
So I said to Jones, 'Why split it two ways when one will do?' and pulled the trigger. Poor old gullible Jones. He actually thought I meant to share.

We Need Us an Ussuran Gunner (U) [T/c/s]

2 Seas Away To Complete: Tack 4 Adventuring (3 if completed in The Mirror). Crew Attachment: +4 Cannon
But sir, how're we gonna feed 'im?

Wind at Your Back (C) [T/c/s]

1 Sea Away To complete: Tack 3 Adventuring (2 if completed in the Mirror). Crew Attachment: +3 Sailing.
The old man claimed he could taste the wind. Sounds like that rune nonsense to me. - Bjorn Brind

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Winds of Fate (C) [T/c/s]

Location: 1 Sea Away To Complete: Tack 3 Adventuring (2 if completed in La Boca). Crew Attachment: +3 Sailing
West, the fate witch whispered. We are meant to go west. The Captain nodded. Right, he said, not even bothering to ask her why.

Wreckers (R) [T/c/s]

2 Seas Away To complete: Tack 7 Adventuring (5 if completed in the Forbidden Sea). Crew Attachment: +5 Sailing
Thank the Prophets for that lighthouse, muttered Simon the bosun. Just then, it winked out, leaving us at the mercy of the rocks.

Attachments

Asprey (C) 2In [C/d/s]

React: Discard Asprey instead of performing a Boarding Attack. Inflict 3 hits to the other Ship in the Boarding.
Huh? Wh-what? What in the Creator's name... Arrggh! Get it off! Get it off! Chimey always had that effect on people.

Augusto Rodriguez (C) 2Ad [C/d/s]

This Sea Attachment Any player in this Sea may sink Augusto by tacking 3 Swashbuckling as an action. The Influence costs of Crew Attachments you are putting into play are decreased by 2 while you are in this Sea.

If you need it, he has it. Of course, the price fluctuates according to your need... - J. Berek

Avoid Fate (R) - [C/d/s]

Crew Attachment ... Fate 1 Knack React: Tack Avoid Fate when suffering Hits. The number of Hits you are suffering is reduced by this Crew's Fate.

Guess a kiss goodbye from Mom wasn't such a bad idea. - Pasquale Villachonze

Billy Bones (U) - [C/d/s]

Opponent's Ship Attachment Billy Counts as one Crew against the crew maximum of the Ship he's attached to. Any player in the same Sea may tack 2 Swashbuckling as an action to sink Billy.
Hiding deep in the shadows of the hold, Billy sneaks whatever food he can, waiting for the day he finds the man who took his life away.

Broken Compass Inn (C) 2Ad [C/d/s]

This Sea Attachment Any player may sink the Inn by tacking 3 Adventuring as an action. React: Tack when you are in this Sea and paying an Influence cost to produce 1 Influence.

The ship went down and e'ery man did drown and die. Well, if ya'll died then it must be true!

Captain's Quarters (R) 2In [C/d/s]

Captain Attachment ... Unique Act: Discard Captain's Quarters to draw two cards.

I saw the Cap'n and he were lookin' o'er charts. What manner of charts? Maps, really. Maps of Montaigne.

Cat O' Nine Tails (U) - [C/d/s]

Villainous Crew Attachment ... Item React: Tack Cat O' Nine Tails when another of your Crew is tacking to produce skill points. That Crew produces 3 extra skill points, and then the Crew is discarded.
I don't think you men are trying very hard. - Riant Gaucher

Confusion (R) - [C/d/s]

Crew Attachment ... Glamour 1 Knack (May only be attached to a Crew with Glamour of 1 or more.) React: Discard Confusion immediately after a player pays their Ship's Move Cost. Reduce the Sailing that player produced by one. That player may continue to produce Sailing. If the cost of the action is not paid, it is canceled.

Cutlass (C) 6Ad [C/d/s]

Crew Attachment ... Item This Crew inflicts 2 extra Hits during Boarding Attacks.

Why use your bare hands when Theus gave us steel?

Fate's Blessing (R) - [C/d/s]

Crew Attachment ... Fate 1 Knack (May only be attached to a Crew with a Fate of 1 or more) React: Tack Fate's Blessing when you are suffering Hits during Boarding. You suffer 2 fewer Hits.
Pasquale felt the strands stretch as he turned to the Montaigne. Now I am ready, Signore.

Fine Galley (C) 2In [C/d/s]

Ship Attachment Fine Galley counts as one Crew toward your crew maximum. React: Tack Fine Galley when a Crew tacks for a skill. That Crew produces 1 extra point of the skill.

Nothing raises a crew's spirits like a good hot meal.

Flashing Swords Inn (U) 3Sw [C/d/s]

This Sea Attachment Any player in this Sea may sink the Inn by tacking 3 Swashbuckling as an action. Act: Tack the Inn to target a Heroic Crew in this Sea. Tack that Crew.

Ya shouldn't ha'done that, mister.

Galleon of the Treasure Fleet (C) 2Sa [C/d/s]

This Sea Attachment Any player in this Sea may sink the Galleon by tacking 4 Influence as an action. When you are paying an Influence cost in this Sea, you may tack 3 Cannon to produce 1 Influence.

There be good pickin's in these waters, men. Mayhaps we'll stay awhile.

Glamour Knowledge (R) - [C/d/s]

Crew Attachment ... Glamour Knack (May only be attached to a Crew with Glamour) +1 Glamour

There's a reason the oldest stories are the greatest stories: they contain the secrets of the universe. - Jillison Brown

Glimpse of the Skein (R) - [C/d/s]

Crew Attachment ... Fate Knack (May only be attached to a Crew with Fate) +1 Fate

Sometimes, a Fate Witch sees not just single strands, but the entire webwork. Some are enlightened by the experience. Others are not so lucky.

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Good King Sandoval (R) 2In [C/d/s]

Castille Captain Attachment ... Unique ... Patron React: Tack King Sandoval when you are paying an Influence cost to put a Castille Crew into play. King Sandoval produces 2 Influence.
I never wanted to be King, Sandoval said. El Vago bowed. That is a perfect place to start, your majesty.

Grappling Gun (R) 4In [C/d/s]

Crew Attachment Item Tack the Grappling Gun when you enter a Boarding to untack this crew.
Let's go for a swim, shall we? On second thought, why don't you go without me?

Hammocks (R) 5In [C/d/s]

Ship Attachment Unique The Ship's Crew Maximum is increased by 2.
I can't sleep here! What if we get in a fight? The bosun smiled. You'll be the first to know.

Here There Be Monsters (U) 3Ad [C/d/s]

This Sea Attachment Any Player in this Sea may Sink Here There Be Monsters by tacking 4 Cannon as an action. Act: Tack Here There Be Monsters and target a ship in this sea to inflict 3 Hits on a Ship in this Sea.

Ya caught somethin' big there, lad. What might it... Sweet St. Rogers, cut the nets!!!

Hidden Knife (U) 6Sw [C/d/s]

Villainous Crew Attachment ... Item This Crew inflicts 2 extra Hits during Boarding Attacks.

A flick of his wrists, and I suddenly found myself facing a man armed with two knives. It was right then that I remembered a pressing engagement I had elsewhere. - Grimey Stubbs

Lumiére de l'Empereur (F) - [C/d/s]

Montaigne Ship Attachment .. Unique .. Figurehead While you have more than 2 completed Adventures in play, your cost to discard and/or sink Sea Attachments is reduced by 3 (minimum 1).

Mad Jack O'Bannon (R) - [C/d/s]

This Sea Attachment ... Unique Any player in this Sea may sink Mad Jack by tacking 2 Adventuring as an action. Act: Tack while your Ship is in this Sea. You suffer 5 Hits. Draw a card.
Do you trust him? Allende asked. McCorley shook his head. I trust him to be the O'Bannon and nothing more.

Master Gunner (C) 3In [C/d/s]

Crew Attachment +1 Cannon
No! No! No! You'll get yur head blown clean off if you don't pay... Oh well. He weren't learnin' anyway.

Master of the Tops (C) 3In [C/d/s]

Crew Attachment +1 Sailing
He climbs like a spider, weaving a web to catch the wind.

Montaigne Puzzle Sword (U) 2In [C/d/s]

Montaigne Crew Attachment ... Item A Crew may not have more than one Montaigne Puzzle Sword Attached. React: Tack the Montaigne Puzzle Sword when this Crew plays a card for a Boarding Attack. The other player in this Boarding must discard one card from their hand.

Montaigne Valet (C) 3In [C/d/s]

Crew Attachment +1 Influence
Would you like the d'Aubertaigne or the d'Auntaigne this morning, sir?

Mr. Briggs (R) 3In [C/d/s]

Captain Attachment Unique React: When you are suffering Hits from a Boarding Attack, sink Mr. Briggs to absorb all of the Hits.
They surrender? What do you think Mr. Briggs? Awk! Kill 'em all! Kill 'em all! You heard what he said, boys. Kill 'em all!

Musketeers (C) 4In [C/d/s]

Crew Attachment +1 Swashbuckling
Giving young Willie here a hard time, Smithers? the first one asked. You wouldn't be so bold if you didn't have a sword. Or a collar, said the second. Or a hat, said the third. Or pants...

Only Two Came Out (U) - [C/d/s]

Explorer Captain Attachment You may only put Only Two Came Out into play if you have one or more completed Artifact adventures in play. React: Tack Only Two Came Out when you are paying an Influence Cost to produce 3 Influence.
Ten of us went in...

Peek at the Future (R) - [C/d/s]

Crew Attachment ... Fate 2 Knack (May only be attached to a Crew with Fate of 2 or more) Act: Tack this Crew to look at the top five cards of your deck. You may discard any or all those cards. Return the remaining cards to the top of your deck in any order.
Hmm, she whispered. What? What? I asked. She smiled. Oh. Nothing. Nothing at all.

Persuasion (R) - [C/d/s]

Crew Attachment ... Glamour 1 Knack (May only be attached to a Crew with a Glamour of 1 or more) React: Tack Persuasion when you tack a Crew to produce Influence. That Crew produces 1 extra Influence.

There's two kinds of persuasion on the Black Dawn. I prefer Celedoine's to McGee's any day o' the week. - Phelan Cole

Port Master (R) 5In [C/d/s]

Brotherhood Captain Attachment ... Unique ... Patron Act: Tack this Crew to untack one of your other Crew.
Thirty Guilders, eh? well then, lad. I know just the place you are lookin' for.

Porte Knowledge (R) - [C/d/s]

Crew Attachment ... Porte Knack (May only be attached to a Crew with Porte) +1 Porte
There are always darker bargains to be made...

Porte Ward (R) - [C/d/s]

Crew Attachment ... Porte 1 Knack (May only be attached to a Crew with Porte of 1 or more) React: Tack Porte Ward when a player plays a Boarding Attack card during a Boarding with your Ship. That card is discarded without effect. That player may draw a card, then play a new card for their Boarding Attack.

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Queen Elaine (R) 5In [C/d/s]

Sea Dogs Captain Attachment ... Unique ... Patron React: Sink Queen Elaine immediately after you perform an action. You may perform another action immediately after this one.

Avalon before all else, Captain. Berek nodded, Before all else.

Queen of the Sidhe (R) 5Ad [C/d/s]

Explorer Captain Attachment Act: Tack the Queen. Until the end of the turn, any opposing Ships in or moving from the Trade Sea or Frothing Sea have their Move Costs increased by 2.

35 years ago, an Explorer ship sailed into the Trade Sea searching for an island of mists. Only a young Guy McCormick returned to tell the tale. He never has.

Rats! (U) 2Ad [C/d/s]

This Sea Attachment Any player in this Sea may sink Rats by tacking 3 Swashbuckling as an action. Any player in this Sea that wishes to put into play or complete a Goods Adventure must tack 2 Adventuring to do so, in addition to any other costs.

Billy heard the skittering sounds and double-checked his pocket. Only three matches left.

Reclusive Backers (C) 3Ad [C/d/s]

This Sea Attachment Any player may sink the Backers by tacking 3 Influence as an action. React: Tack while you are in this Sea and are paying Influence to produce 2 Influence.

Naturally, you understand that discretion is of the utmost importance in our endeavor. My name is not to be used under any circumstances.

Red (C) 3In [C/d/s]

Crew Attachment +1 Adventuring

You ask her name! The last fella that did that couldn't sit for a week.

Romantic Captive (R) - [C/d/s]

Captain Attachment ... Unique You must tack your Captain to put Romantic Captive into play. +1 Swashbuckling.

She sure don't look like she's bein' held against her will, Wilcox mumbled.

Rough Waters (U) 2Ad [C/d/s]

This Sea Attachment Any player in this Sea may sink Rough Waters by tacking 4 Adventuring as an action. When a Ship is in this Sea or moving out of it, its Move cost is increased by 1.

Hey Cap'n. I gots me some fine rotten onions here. Great for a sad stomach, they are!

Seven League Striders (U) 3Ad [C/d/s]

Sea Dog Crew Attachment ... Leg (A Crew may not have more than one Leg attachment) +2 Adventuring

I saw him leapin' from one ship to the other, sailin' like a bird in flight... An' I thought all bards did was tell stories.

St. Roger's Blessing! (R) - [C/d/s]

Crew Attachment ... Glamour 2 Knack (May only be attached to a Crew with Glamour of 2 or more.) React: Tack this Crew when one of your Crew is sunk. That Crew is placed on the top of your deck, and all attachments on that Crew are put into the discard pile.

Swiveling Cannon (U) 3In [C/d/s]

Castille Crew Attachment ... Item +2 Cannon

Castillan ingenuity is responsible for far more deaths than the white plague.

Take No Prisoners! (U) - [C/d/s]

Crimson Roger Ship Attachment You must sink one of your Crew when you put Take No Prisoners! into play. React: Tack Take No Prisoners and one of your Crimson Roger Crew instead of making a Boarding Attack. Target a Crew on the opposing Ship other than their Captain who has a Swashbuckling less than 3. Discard the target Crew.

Did I stutter? -Reis

The Gallows (F) - [C/d/s]

Brotherhood Ship Attachment .. Unique .. Figurehead While you have more than 2 complete Adventures in play your cost to put Sea Attachments into play is reduced by 3 (minimum 1).

The Inquisition (U) 2Sw [C/d/s]

This Sea Attachment Any player in this Sea may sink the Inquisition by tacking 4 cannon as an action. Act: Target one Villainous Crew in this sea, except Captains. The target is tacked. *You would rather serve the Church than gain illegal profit. You agree with me, of course. Let's go then.*

The Marquis d'Arrent (R) 4In [C/d/s]

Montaigne Ship Attachment ... Unique ... Patron React: Tack when you are paying the influence cost of a Montaigne Crew with an influence of 2 or more to produce 3 Influence.

Ask and I shall ask and then we shall see if you receive.

The Queen's Reward (F) - [C/d/s]

Sea Dogs Ship Attachment .. Unique .. Figurehead While you have more than 2 completed Adventures in play, your Ship's crew maximum is increased by 1.

The Reaper (F) - [C/d/s]

Crimson Roger Ship Attachment .. Unique .. Figurehead While you have more than 2 completed Adventures in play and you are involved in a Boarding your Hand Size is increased by one for the duration of the Boarding.

The Shield Man (F) - [C/d/s]

Explorer Ship Attachment .. Unique .. Figurehead React: Tack when one of your Crew is absorbing Hits during a Boarding Attack. If you have more than 2 completed Adventures in play, the Crew absorbs 3 extra Hits.

The Spear of Theus (F) - [C/d/s]

Castille Ship Attachment .. Unique .. Figurehead Act: Tack Spear of Theus and pay Sailing equal to your Ship's move cost to target a Ship in this Sea. If you have more than 2 complete Adventures in play, you inflict 4 Hits on that Ship.

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Through the Portal (R) - [C/d/s]

Crew Attachment ... Porte 2 Knack (May only be attached to a Crew with Porte of 2 or more) Act: Tack this Crew, and target a Crew, except a Captain. Tack the target Crew.

We heard a thin scream over the roar of the cannons. Then Marc shouted, and I turned to see a Montaigne light a fuse on a barrel of gunpowder...

Treasure Hold (U) 1In [C/d/s]

Ship Attachment The Treasure Hold counts as one Crew against your Crew Maximum. You may sink the Treasure Hold to absorb 1 Hit. React: When you pay Influence, tack the Treasure Hold to produce 2 Influence.

Vincenzo Caligari (R) 5In [C/d/s]

Crimson Roger Captain Attachment ... Unique ... Patron React: Tack Vincenzo when you are playing an adventure cost to produce 3 Adventuring.

Very impressive, Captain Reis, but not the piece I'm looking for. Still, it's worth a little recompense....

Waylaid (C) 2Ad [C/d/s]

This Sea Attachment Any player in this Sea may sink Waylaid by tacking 3 Cannon as an action. Act: Tack this card and target a Ship in this Sea to inflict a 2 Hit Cannon Attack on that Ship.

This bay looks safe. -Simon the bosun

Who Shot the Albatross? (U) - [C/d/s]

Ship Attachment Any player in this Sea may Sink Who Shot the Albatross by tacking 1 Swashbuckling as an action. While Who Shot the Albatross is attached to your Ship, you have +5 Sailing for the purposes of determining Initiative.

Yes, sir. I saw who done it. It was... hey, where'd he go?

Willowed Ropes (U) 5In [C/d/s]

Brotherhood Ship Attachment ... Item All of your Crew inflict one extra hit during boarding attacks.

Allende got 'em from some Vestenmannavnjar raiders a few weeks ago and they work like magic.

Ships

Corazon del Castille (F) Castille 11 CM / 4 MC

React: Tack before performing an action, to move to an adjacent sea. React: Tack when you are paying the Sailing cost to begin a Boarding to produce 5 Sailing.

Grenouille du Gr'ce (F) Montaigne 6 CM / 2 MC

React: Tack before performing an action, to move to an adjacent Sea. React: Tack when paying an Influence cost to produce 1 Influence.

The Black Dawn (F) Sea Dogs 7 CM / 2 MC

React: Tack before performing an action, to move to an adjacent Sea. React: Tack when suffering Hits to absorb 2 Hits.

The Crimson Roger (F) Crimson Rogers 9 CM / 3 MC

React: Tack before performing an action, to move to an adjacent Sea. React: Tack when you tack a crew to produce Cannon. That crew produces 2 extra Cannon.

The Discovery (F) Explorers 9 CM / 3 MC

React: Tack before performing an action to move to an adjacent Sea. React: Tack when paying a Sailing cost to produce 3 Sailing.

The Hanged Man (F) Brotherhood 8 CM / 3 MC

React: Tack before performing an action, to move to an adjacent Sea. React: Tack when you are paying an Adventuring Cost to produce 2 Adventuring.

Captains

Allende (F) Brotherhood W9

C:2 S:3 A:5 I:3 Sw:4

Start: La Boca Heroic ... Swordsman +2 (Allende inflicts 2 extra Hits during Boarding Attacks) While you have 3 or more other Brotherhood Crews on your Ship, you are always considered to be in the Sea with the lower completion cost when completing an Adve

Just don't call him 'the Pirate King' and you'll get along just fine on this ship, lad.

Berek (F) Sea Dogs W10

C:3 S:2 A:2 I:4 Sw:4

Start: Trade Sea Heroic ... Swordsman +2 (Berek inflicts 2 extra Hits during Boarding Attacks) When you are drawing cards at the end of the turn, you may draw an additional card if you have three or more other Sea Dog Crew on your Ship and none of your Crew were sunk this turn.

Never been done, eh? We'll have to see about that.

Enrique Orduno (F) Castille W8

C:2 S:4 A:3 I:3 Sw:5

Start: La Boca Swordsman +3 (Orduno inflicts 3 extra Hits during Boarding Attacks) While you have three or more Castilian Crew on your Ship, all of your Boarding Attacks inflict 1 extra Hit.

The Castillians say that the man with many enemies and no allies is the most dangerous man.

Guy McCormick (F) Explorers W9

C:2 S:3 A:5 I:4 Sw:3

Start: Trade Sea Heroic ... Swordsman +2 (Guy inflicts 2 extra Hits during Boarding Attacks) Act: Once per turn, while you have three or more other Explorer Crew on your Ship, you may get an Item Adventure or Artifact Adventure from your deck, show it to your opponents, and put it in your hand. Shuffle your deck.

Reis (F) Crimson Rogers W8

C:4 S:3 A:3 I:2 Sw:4

Start: Forbidden Sea Villainous ... Swordsman +2 (Reis inflicts 2 extra Hits during Boarding Attacks) While you have 4 or more other Crimson Roger Crews on your Ship, all of your Crew have a +1 Cannon skill. *Mortimer looked at Reis, then at the mermaids down below. He decided to take his chances with the mermaids.*

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The General (F) Montaigne W10

C:2 S:2 A:3 I:5 Sw:3

Start: Frothing Sea Swordsman +2 (The General inflicts 2 extra Hits during Boarding Attacks) While you have three or more other Montaigne Crew on your Ship, your crew maximum is increased by 2.

Captain! What color should we paint the figurehead? The General broke his nose. Paint it red.



Original Card Design Team: Dan Verssen, David Williams, John Zinser, Kevin Boerwinkle, Frank Chafe, Kevin Millard, Kevin Wilson, Erik Yaple

Story & Flavor Text: Rob Vaux & Kevin Wilson

Opening Fiction: Kevin Wilson

Logo & Graphics: Cris Dornaus

Layout: Charlie Cantrell

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