



Strange Vistas

Pausing in his endless pacing, the General looked up and scanned the horizon once again, muttering angrily under his breath. "If that beggar has lied to me, I'll feed him a sack of gunpowder, stuff him in cannon face-first, and light his head on fire."

Just then, the lookout shouted from above, "Ship ahead!" She flies the tattooed skull, mon Capitain! It is the corsairs!"

The big mercenary rubbed his hands together in excitement. "So, he was telling the truth after all." He looked over at Gerard, his First Mate, and smiled fiercely, the way he always did before a fight. "Prepare for boarding!"

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Minutes later, they found themselves on the deck of the Corsair ship, the battle swirling around them as they fought back to back. A dark-skinned man with a tattooed head stood frowning on the bow. Occasionally he would swing his immense scimitar, leaving behind a limp, bleeding wreckage.

The General nudged Gerard. "That must be Kheired-Din himself. Come on." With that, he began to clear a path with his sword.

Kheired-Din saw the two approach, and as they grew close, he gave a loud whistle. Out of the pirate's cabin erupted a creature more beast than man. It stood seven feet tall and bulged with muscle. Its eyes were unnatural - completely black, without a speck of white, and when it roared, there was no humanity in the sound. Despite its great size, it sprang directly at them like a great cat, smashing a Corsair in the way.

The General drove his blade at the beast. Casually, it caught the sword, then bent it in two and dropped it. He stared in amazement for a moment, then hastily ducked away from his opponent's ape-like arms. Knowing when he was beaten, the General sounded the retreat.

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As the ships began to pull apart, he saw one of the Corsairs bringing some sort of Synchron device to bear on his mainsail. A twisting gout of fire leapt from the object's tip, igniting the sail. The lone rigger working the mainsail began to cut away the lines tied to it even as the Corsairs rowed off. Meanwhile, the rest of the crew scrambled about with buckets to put out all the smaller fires that had started on the deck below. The rigger was able to cut three of the sail's lines, but the fire was giving off so much heat that the fourth seemed impossible to reach. Then a shout came from nearby, and the General spun to see its source.

A smaller ship had come up alongside them, apparently having seen the smoke, and two men stood atop its rigging, edging out towards the Montaigne ship. The larger of the two men faced his companion and clasped hands with the other man, then threw

himself backwards. This action snapped the smaller man into the air, with a somersault, he just managed to grasp a rope near the final uncut sail line. His larger partner was left dangling from the yardarm by one hand, laughing in delight as the little man cut the final rope. The sail fell into the water to the cheers of both crews.

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The General shook the hand of the other ship's Captain, and elderly man. "To whom do I owe my debt of gratitude, good sir?"

The old man pushed his eyeglasses up on his nose. "I am Philip Gosse. We are happy to assist. Would you care to join us for dinner, Captain?"

At the mention of the man's name, the General's eyes narrowed. "Unfortunately, Captain Gosse, circumstances do not permit. I am under orders to arrest you on sight and take you back to Montaigne, where you will be hanged for piracy."

Captain Gosse frowned slightly. "Oh dear. That will put a crimp on dinner. A pity, too. We were having pheasant. Well, you may arrest me at your leisure, sir." The old man held forth his hands to be tied up, the General waved him away.

"If I had seen you, I would certainly have to arrest you. But the smoke from the fire seems to have got into my eyes. I suggest you and your crew sail on before my eyesight clears up."

Gosse bowed low. "A man of honour indeed, sir. We will be on our way."

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As the other ship sailed off, the General looked over to see Gerard smiling at him. His First Mate took a step back and, drawing his blade, saluted him. The General scowled at him. "Oh, shut up."



Cards

Strange Vistas was the first expansion for the 7th Sea Collectible Card Game. It introduced two new factions to the game: Gosse's Gentlemen, and band of heroic gentlemen pirates who came out of retirement for one last adventure, and the Corsairs, a group of ruthless criminals and slavers from the Crescent Empire led by the fearsome Kheired-Din.

Actions

"I'll Be Taking That..." (U) 1Ad/3Sa [S/d/p]

Target an Item card in play. Discard that card.

"Looking for something? This is my cabin, so I can tell you where everything is." - Allende

"Man the Bilge Pumps!" (C) 1Sw/- [S/d/p]

React: Play immediately after you tack Crew to absorb Hits, except during Boarding. Untack one of your Crew which tacked to absorb Hits.

"You don't think the sirens could slip through that hole, do you?"

"Stroke, Stroke..." (U) 1Ad/- [S/d/p]

Untack one of your Rower Crews.

The whip struck Fitzpatrick's back, earning another defiant grin. Someday Edahgo, he thought, yer gonna eat that lash.

"Take it Like a Man!" (U) 3Ad/- [S/d/p]

React: Play when a player plays an Action card in reaction to suffering Hits. That card is canceled.

"Hans once took a volley twice that big and you don't see him crying! Of course, he never was that bright." - Dupre

"There's More Where They Came From" (U) -/- [D/p/t]

React: Play when one of your Captive cards is discarded from your Ship or sunk to immediately put a Captive Crew into play. The Crew's cost is reduced by 3 (minimum 0).

"I never tire of hurting you." - Edahgo

"Throw Me the Whip!" (C) -/- [D/p/t]

Attach one of your Item or Artifact Crew Attachments in play to a different Crew on board your Ship.

"He's got two hands, after all."

"Walk the Plank!" (U) -/- [D/p/t]

You may not play this card if you have a Heroic Captain. React: Play when one of your actions is canceled. Discard one of your Crew cards that tacked to pay for the action to attach this card to your Captain. This Attachment gives +2 Influence.

"My justice is absolute. Betray me and suffer the consequences." - The General

"Warship to Port!" (C) 8Ad/4Sa [S/d/p]

Target a Ship. Inflict 4 Hits to that Ship.

Simon the bosun said, "It could be worse." The man was a prophet.

"X" Almost Marks the Spot (R) 1Ad/5Sa [D/p/t]

Target another player's non-Artifact Adventure. Move the Adventure to any other Sea.

"Find out who took my Cross," Reis whispered. "Or I might get angry."

All For One! (U) -/- [S/d/p]

React: Play when you are suffering Hits during a Boarding Attack.

Tack one of your Heroic Crew to absorb Hits equal to twice his or her Swashbuckling.

"I'd like to introduce you to a little friend of mine..."

Becalmed (C) 3Ad/- [D/p/t]

Weather Target another Ship. That Ship may not move until after that player has passed as an action. You may immediately perform another action.

The sun burned down on the immobile ship, as if to sear them into the deck.

Berek's Already Done That (U) 3Ad/- [D/p/t]

Target and discard one non-Artifact Adventure that hasn't been completed. This card's cost is reduced by 2 if you have a Sea Dog Captain.

"Aye, he seduced the Queen of the Sidhe too. An' if ye believe that, I'll tell ye another." - Bonnie McGee

Brotherhood Pride (R) -/- [S/d/p]

One of your Brotherhood Crew gains +2 Cannon until the end of the turn. That Crew gains +2 extra Cannon if there is a Montaigne Ship in play (+4 total).

"A fine wine before battle always tastes better, eh Allende?"

Cannister Shot (C) 4Ca/- [D/p/t]

React: Play instead of performing a Boarding Attack. You inflict a Cannon Attack on that Ship with Hits equal to the number of untacked Crew on your Ship with a Cannon skill greater than zero.

"They rip ye to pieces before ye take two steps. The gulls'll eat well tonight."



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Castille Pride (R) -/- [S/d/p]

One of your Castille Crew gains Sailing equal to your Ship's move cost until the end of the turn. That Crew gains additional Sailing equal to your Ship's move cost if there is an Explorer Ship in play (total equal to twice your move cost).

"The world must learn that though we are bloodied, we can never be beaten." - Enrique Orduno

Corsair Pride (R) -/- [S/d/p]

One of your Corsairs Crew gains +2 Adventuring until the end of the turn. That Crew gains +2 extra Adventuring if there is a Gosse Ship in play (+4 total).

"Even an old man like Gosse still has a head to turn - so I can cut it off." - Dalia

Crimson Roger Pride (R) -/- [S/d/p]

One of your Crimson Roger Crew gains +2 Adventuring until the end of the turn. That Crew gains +2 extra Adventuring if there is a Sea Dog Ship in play (+4 total).

"It's time we taught Jeremiah Berek a lesson. No one steals my property." - Reis

Customs Check (U) -/5In [S/d/p]

Target an Illegal card. Discard that card.

"I made a vow to the Queen that I'd stop this infernal smuggling no matter what, and your paltry bribe isn't near enough to make me go back on my word to her Majesty. Now let's see what's in that crate."

Danger on the High Seas (C) 1Ad/M [S/d/p]

Target your Ship and one other Ship. Inflict Hits to the other player's Ship equal to that Ship's move cost. Then, inflict Hits to your Ship equal to your Ship's move cost.

"Freedom comes with risk." - Allende

Dispatching The Scum (R) -/- [S/d/p]

React: Play when one of your Swordsman Crew inflicts Hits during a Boarding Attack. Your Crew inflicts Hits equal to your Crew's Swashbuckling, but cannot receive any bonuses. The opposing player may not tack Crew to absorb these Hits.

"Never call me a pirate! I am a Castillian; that is all you need to know."

Disregard (R) 2Ad/- [D/p/t]

Target one Sea Attachment in this Sea. Discard that Sea Attachment. This card's cost is reduced to zero if you have a Corsairs Captain.

"It is not a monster. It is a distraction. Throw it overboard and keep rowing." - Kheired-Din

Drop a Boarding Net (C) 1Sa/3Sw [S/d/p]

React: Instead of performing a Boarding Attack, target one Crew on the other Ship in the Boarding. Tack that Crew.

"Throw it around him, then haul him in like a load of fish. No need to get bloody." - Philip Gosse

Experience is the Best Teacher (R) -/- [D/p/t]

React: Play when you are tacking a Crew to pay a cost and that Crew has one or more completed Adventures attached. The Crew produces 1 extra point of the skill. That Crew produces 1 additional point (2 total) if you have a Brotherhood Captain.

"Ye big lummo! I've seen scarier pussy cats! Show me what yer made of, or there'll be squid fer dinner tonight!"

Explorer Pride (R) -/- [S/d/p]

One of your Explorer Crew gains +1 Cannon and +1 Swashbuckling until the end of the turn. That Crew gains +1 extra Cannon and +1 extra Swashbuckling if there is a Castille Ship in play (+2 total each).

"McCormick's quest drives us, but a good fight still makes life worth living." - Maggie Malone

Fancy Swordplay (C) -/- [D/p/t]

React: Play immediately before one of your Crew with the Swordsman trait is about to play a Boarding Attack. Draw 2 cards.

"Why should I parry such a clumsy thrust when the chair can do it for me?"

First Mate's Watch (R) 1Ad/- [D/p/t]

Untack one of your First Mates.

"Pretty quiet by and large. The blood washed right off."

Ghouls Sneak on Board (U) 3Ad/3Sa [S/d/p]

Target a Ship in play. Inflict 1 Hit on the target for every completed Adventure on the target Ship.

"I was just saying how we could use a little excitement." - Simon the bosun

Gosse Pride (R) -/- [S/d/p]

One of your Gosse Crew gains +2 Influence until the end of the turn.

That Crew gains +2 extra Influence if there is a Corsairs Ship in play (+4 total).

"Do they always dive for cover like that, Uncle Philip?" - Thomas Gosse

Gunnery at its Finest (C) -/- [D/p/t]

React: Play when tacking a Gunner to produce Cannon. That Crew produces 2 extra Cannon.

"No, no no! Yer doin' it all wrong! Ye want te see the panic in their eyes before ye fire!"

Helpful Advice (U) -/- [D/p/t]

You may only play this card if you have a Heroic Captain. Target another player. The next time that player pays a Sailing cost, this card produces 4 Sailing for that player, then attaches to one of your Crew, giving +2 Adventuring.

"If we can rig sails on the masthead, we'll reach the site by nightfall." - Maggie Malone

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

Target a Crew with a Face, Eye, Leg, or Hand Attachment. Tack that Crew.

"It can't be the leg. Nothing so valuable can hurt so much."

7th Sea

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

React: Play immediately after you have completed an Adventure. Untack one of your Crew which tacked to pay the Adventuring cost of that Adventure.

"...and I hates me the scurvy..." - Grousin' George

Long Range Cannon Volley (C) 4Ca/- [D/p/t]

React: Target a Ship when it enters this Sea. You may immediately perform a Cannon Attack against that Ship.

Reis's voice was guttural and unfeeling. "Sink it," was all he said.

Low on Shot (R) 3Ad/- [S/d/p]

Target a Crew. Until the end of the turn, that Crew's Cannon skill is always zero.

"Oh no. The Captain's gonna kill me." - Mortimer Snuff

McCormick's Quest (R) 2Ad/- [D/p/t]

Target another player's uncompleted Adventure. Move that Adventure to any Sea. This card's cost is reduced to zero if you have an Explorers Captain.

"He said it held a clue to his wife's location, so he wants us to hide it good." - Cosette

Montaigne Pride (R) -/- [S/d/p]

One of your Montaigne Crew gains +2 Swashbuckling until the end of the turn. That Crew gains +2 extra Swashbuckling if there is a Brotherhood Ship in play (+4 total).

"You don't have to use Porte to escape from these imbeciles; they never look up."

Parting Shot (C) -/- [D/p/t]

Target another Ship in this Sea. Tack 3 Cannon plus your Ship's move cost to inflict a 3 Hit Cannon Attack on that Ship. Immediately after this Cannon Attack is resolved, move your Ship to an adjacent Sea.

"We wouldn't want you leaving without something to remember us by." - Padre Esteban

Plague of Boca (C) 8Ad/- [S/d/p]

Target one Sea. Discard all Sea Attachments in that Sea. This does not affect uncompleted Adventures.

"Get back on the boat! This town's a ghost, and I won't be joining it today!" - Magaretta Orduno

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

React: Play when one of your Crew with the Holy trait is tacking to pay a skill cost. The Crew produces 2 extra points of the skill. The words left Alfonso's lips, and it seemed the entire crew drew strength from them.

Purple Heaves (R) 3Ad/- [D/p/t]

React: Play when another player untacks one of his or her Crew during the Actions phase. That Crew is discarded, unless that Crew is a Captain, in which case you inflict 5 Hits on that Ship.

"You know what you boys need? A nice plate of warm pig fat" - Grimey Stubbs

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

Riposte can be played as a Boarding Attack, reversing any type of Boarding Attack played by your opponent. This card produces a Dagger Boarding Attack.

The blades met, sending sparks into the air. "My turn now," Dalia smiled.

Run 'im Through! (C) -/- [D/p/t]

React: Play when one of your Crew inflicts Hits with a Boarding Attack. The Boarding Attack inflicts 2 extra Hits.

"I don't want the cargo. I want them dead." - Reis

Sea Dog Pride (R) -/- [S/d/p]

One of your Sea Dog Crew gains +2 Swashbuckling until the end of the turn. That Crew gains +2 extra Swashbuckling if there is a Crimson Roger Ship in play (+4 total).

John Fox sniffed out the stolen Cross like a bloodhound. But only Berek had the guts to take it.

Secrets of the Tops (C) -/- [D/p/t]

React: Play when tacking a Topman to produce Sailing. That Crew produces extra Sailing equal to your Ship's move cost.

"He's the only topsman who hasn't broken a bone tryin' that stunt."

Sharp Maneuvering (C) M+0/M+1 [S/d/p]

Target another Ship in this Sea. Until the end of this turn, your Cannon Attacks targeting that Ship each inflict 2 extra Hits if your Ship has a lower move cost.

"Tell Harry we're swingin' round again! I want them bleeding from every side!" - Jeremiah Berek

Taking the Hit (C) -/- [S/d/p]

React: Play when you are suffering Hits. Each Crew that tacks to absorb Hits absorbs 1 extra Hit.

"Watch, my friends. Watch and see how a Castillian dies." - Enrique Orduno

The Captain's Word (R) 1In/- [D/p/t]

You may only play this card if you have a Heroic Captain. Discard three cards from your hand to name a skill. All of your Crew gain +1 to that skill until the end of the turn. You only have to discard one card if you have a Gosse Captain.

"My riches are yours," Gosse intoned. "After all, this may be my last chance to spend them."

The General's Tactics (R) 4Ad/M [D/p/t]

Target a Ship in an adjacent Sea. Tack one of your Crew to inflict a Cannon Attack equal to that Crew's Cannon skill to the target. The cost to play this card is reduced by 2 if you have a Montaigne Captain.

"Sink them you curs, or by Theus you'll take their place!" - The General

The Three Fate Witches (U) -/- [S/d/p]

Tack all cards in play with the Fate trait.

"They came from Vodacce to find their errant sisters, carrying silver shears tucked into their corsets. Grown men screamed like little girls whenever they took them out." - Guy McCormick



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The Wrath of Reis (R) 3Sw/- [D/p/t]

React: Play when the other player in a Boarding tacks a Crew to absorb Hits. The number of Hits absorbed is reduced to zero. The cost to play this card is reduced to zero if you have a Crimson Roger Captain.

"That will do nicely, Riant. We don't want him dying before he talks"

- Reis

Theah Eats the Weak (C) 8Ad/- [S/d/p]

Weather Target a Ship. Inflict 3 Hits on that Ship.

"If the sea wants you, it'll take you. Don't mean you have to like it, though." - Jacob Faust

Turning Enemies Into Friends (U) -/- [S/d/p]

You may only play this card if you have a Heroic Captain. Target another player. The next time that player pays an Influence cost, this card produces 2 Influence for that player, then attaches to your Captain. This Attachment may be discarded when you are paying an Influence cost to produce 4 Influence.

"If the General's treating you so badly, why don't you sign on with a real sailor?" - Lyin' John Fox

Uprising! (U) -/3In [S/d/p]

Target a Ship in this Sea. That Ship suffers 1 Hit for each untacked Villainous Crew card on board plus 2 Hits for each untacked Captive Crew card on board.

"Sometimes, the velvet glove is preferable to the iron fist." - Enrique Orduno

Wake of Estallio (C) 5Ad/- [S/d/p]

Target a Ship in la Boca. Move that Ship to either Frothing Sea or Forbidden Sea.

It flashed past them like liquid thunder. As the ship rocked in its wake, the beast waited eagerly for the sailors to fall overboard.

Wild Party! (R) 4In/- [S/d/p]

You may only play this card if you have a Gosse Captain. The Actions phase ends. Play proceeds to the Draw phase. Sink this card.

"Just make sure the chair doesn't damage his sword arm, lad." - Philip Gosse

Crew

Al-Katim (C) Corsairs 4I C:3 S:0 A:0 I:0 Sw:1 [P/c/t]

Gunner ... Villainous

"I'll kill whoever you want, Captain. Just keep that monster away from me."

Andre Braudel (R) Gosse 8I C:3 S:3 A:3 I:2 Sw:3 [P/c/t]

Unique ... Loyal ... Heroic ... First Mate ... Swordsman +1 (Andre inflicts 1 extra Hit during Boarding Attacks) React: When your Ship is suffering 7 or more Hits from a single action, reduce the Hits you are suffering by 4. You may only use this ability once each time you suffer Hits.

"Just stay calm. Here's what we're gonna do..."

Andres Donovich (C) Corsairs 3I C:0 S:2 A:0 I:1 Sw:1 [P/c/t]

Loyal ... Rower Andres gains +1 to all of his skills for every Face, Eye, Hand, or Leg card currently attached to your Captain.

"Kheired-Din is a messiah, here to usher in the New Age. I would die to see with his vision."

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

React: Tack Bjorn immediately after you complete a Goods Adventure to draw a card.

"He's still got contacts from his days as a prisoner. We couldn't have taken la Bucca without him." - Allende

Dalia (U) Corsairs 5I C:0 S:0 A:1 I:1 Sw:3 [P/c/t]

Swordsman +1 (Dalia inflicts 1 extra Hit during Boarding Attacks) Draw one card immediately after Dalia plays a Slash attack during a Boarding Attack.

"He was so busy ogling her, he didn't notice the daggers in her hands until they slid into his stomach." - Espera

Daniel (U) Gosse 4I C:2 S:0 A:2 I:0 Sw:1 [P/c/t]

Heroic ... Gunner

"He's never been off the island before. Gosse didn't want him to go, but he snuck aboard anyway. So we had him run ammo for us - and cut me open if he isn't a natural at it." - Andre Braudel

Dunti (U) Corsairs 5I C:2 S:0 A:2 I:0 Sw:2 [P/c/t]

When Dunti inflicts Hits with a Boarding Attack, you may discard 2 cards from your hand to inflict 3 extra Hits, once per Boarding Attack.

"They say that one day he just left his monastery and became a pirate. What an odd bird." - Espera

Dupre & Hans (C) Gosse 3I C:0 S:3 A:0 I:0 Sw:2 [P/c/t]

Heroic ... Topman When Dupre & Hans tack to absorb Hits from a Cannon Attack, they absorb 1 extra Hit.

"This one doesn't like us, Hans." "Perhaps he'll find the sharks more agreeable."

Edahgo (R) Corsairs 9I C:3 S:4 A:2 I:3 Sw:4 [P/c/t]

Unique ... Loyal ... Villainous ... First Mate While Edahgo is on your Ship, your Captive Crews have a +1 to all skills.

Hate personified. Spite on legs. Kheired-Din's taskmaster rules through fear and pain, the only emotions he understands.

Entertainers (C) Gosse 3I C:0 S:0 A:0 I:2 Sw:2 [P/c/t]

Loyal ... No Attachments React: When you are paying a cost to cancel an action, tack the Entertainers to produce 3 skill points toward the cancel cost.

"Just keep playing. Eventually they'll all pass out."

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

When you are putting Espera into play from your hand, his Influence cost is zero if you have Dalia on your Ship.

He guides the Strange Skies on her course, chained to the wheel like a dog. But Dalia's dancing keeps him captive as no shackle can.

7th Sea

Galafre Flaubert du Dore (U) Montaigne 5I

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

When Galafre tacks to absorb Hits, he absorbs 1 extra Hit.

"But you have only a single scar," Babette said. "Jean-Claude has four." Galafre looked at the departing ship and nodded. "Then I shall go and earn five more."

Galley Captives (C) Corsairs 4I C:0 S:4 A:0 I:0 Sw:1 [P/c/t]

Rower ... Captive ... No Attachments Galley Captives may only be placed on a Corsairs Ship.

"Pull, you worthless dogs! Or maybe I'm being too gentle with you..." - Edahgo

Gaspar (R) Gosse 4I C:0 S:3 A:0 I:1 Sw:1 [P/c/t]

Unique Gaspar is considered to have a Leg Attachment. Your Fine Galleys provide 2 extra skill points instead of 1.

"A well-fed crew is a happy crew."

Hamish (R) Corsairs 4I C:0 S:0 A:2 I:0 Sw:3 [P/c/t]

Unique ... Loyal ... No Attachments React: Instead of performing a Boarding Attack, tack Hamish to inflict 5 Hits on the other Ship in the Boarding. Then you suffer 3 Hits. Hamish cannot tack or sink to absorb these 3 Hits.

"He's more beast than man. When loosed, he always kills as many of my own crew as the enemy." - Kheired-Din

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

Unique ... Loyal ... Heroic React: Tack Henderson when one of your Crew tacks to absorb Hits during Boarding. That Crew absorbs 6 extra Hits.

"Back to the Uncharted Course, my good man. I fear we've worn out our welcome here."

Hernando Ochoa (C) Gosse 3I C:0 S:0 A:2 I:2 Sw:1 [P/c/t]

Hernando does not untack during the Untack phase. You may discard a card from your hand to untack Hernando during the Draw phase.

"No, my child, I'm not all right. But seeing the world again is worth it."

Iken of Venderheim (R) Vesten 5I C:0 S:2 A:3 I:0 Sw:4 [P/c/t]

"I live so far north of here, it's south."

Imshi (R) Corsairs 5I C:3 S:0 A:0 I:1 Sw:2 [P/c/t]

Unique React: Tack Imshi when you tack the Artifact Cannon. Imshi adds his Cannon skill to the Hits inflicted by the Artifact Cannon.

He keeps Kheired-Din's precious cannon working - and the crew hates him all the more for it.

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

Loyal React: Tack Inil when the other player in a Boarding performs an action instead of performing a Boarding Attack. Cancel the effects of that action.

The men consider him a sorcerer for what he can do with his crossbow... maybe he is.

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

When Joseph tacks to absorb Hits, except during Boarding, you may discard one card from your hand to absorb 3 extra Hits. You may only use this ability once each time you suffer Hits.

"Don't worry, me beauty. I'll soon have you all patched up."

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

Heroic

"The Guild taught me everything I know. Now I'm going to teach you."

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

Holy * When Mabela tacks to absorb Hits, he absorbs 2 extra Hits.

Mabela's Boarding Attacks that finish with a Thrust inflict 2 extra Hits.

"I don't understand a word he says, but how can you hate a man who enjoys himself that much?" - Philip Gosse

Martin Tytus (C) Gosse 3I C:0 S:0 A:1 I:1 Sw:2 [P/c/t]

All Goods Adventures attached to Martin which produce Influence, produce 1 extra Influence.

"I always thought the sea smelled like money, myself."

Melinda Gosse (R) Gosse 6I C:1 S:3 A:2 I:2 Sw:3 [P/c/t]

Loyal ... Unique ... Heroic ... Swordsman +2 (Melinda inflicts 2 extra Hits during Boarding Attacks) React: Tack Melinda when you are putting Andre Braudel into play from your hand to reduce his Influence cost by 5.

"If you boys can't wait your turn, I'll have to kill you all at once."

Miguel Cortez (U) Castille 4I C:0 S:0 A:2 I:1 Sw:3 [P/c/t]

Heroic ... Swordsman +1 (Miguel inflicts 1 extra Hit during Boarding Attacks) Miguel inflicts 2 extra Hits during a Boarding Attack when the opposing Captain is Villainous.

"That buffoon nearly made me spill my drink."

Mike Fitzpatrick (U) Corsairs 5I C:0 S:4 A:0 I:1 Sw:2 [P/c/t]

Rower.Captive - Mike may not be placed on a Heroic Captain's Ship. Discard Mike at the end of the Action phase if he is untacked.

"Someday I'll escape, and then, by Mad Jack, you'll all regret the day you captured me."

Sergei Nyasvy (U) Gosse 4I C:1 S:0 A:1 I:1 Sw:3 [P/c/t]

Heroic If a Crew is not pushed forward to oppose Sergei when he starts a Boarding Attack, Sergei's attack inflicts 3 extra Hits.

"But where are you going? Come, let us wrestle, and then I shall feast on your bones!"

Seven-Color Sam (C) Sea Dogs 3I C:0 S:0 A:1 I:0 Sw:2 [P/c/t]

Sam may not be placed on a Villainous Captain's Ship. Sam has +2 Swashbuckling while there is a Villainous Captain in play.

"Seven generations of sailors have worn these smocks, an' each one's added a new strand. I haven't decided what color mine'll be just yet."



Strange Vistas

Shala (R) Corsairs 71 C:2 S:2 A:3 I:2 Sw:3 [P/c/t]

Unique ... Loyal ... Villainous Act: Discard one of your Crew to draw one card. This can be done once per turn.

One day, Shala knew, Theus would finish with Kheired-Din and then he would be hers at last.

Thomas Gosse (U) Gosse 41 C:0 S:0 A:1 I:0 Sw:2 [P/c/t]

React: Tack Thomas when another Ship enters your Sea to untack one of your Crew, except the Captain.

"He's been up there for twelve straight hours. Run him up a glass of water or something, will you please?" - Philip Gosse

Torvo Espada (R) Gosse 61 C:0 S:0 A:1 I:1 Sw:4 [P/c/t]

Heroic ... Swordsman +3 (Torvo inflicts 3 extra Hits during Boarding Attacks) If Torvo plays a Club, Dagger, Punch, Slash, and Thrust during the same Boarding Attack, his opponent may not play any more Boarding Attack cards during this Boarding Attack.

"Don Aldana took credit for my father's swordsman school. I will not rest until he is dead."

Tyree the Worthless (R) Unaligned 41 C:1 S:3 A:1 I:1 Sw:1 [P/c/t]

No Attachments ... Unique Tyree may not be put into play if you already have a First Mate in play. React: Tack and discard Tyree when you put a First Mate into play from your hand to reduce the Crew's cost by 8 (minimum 0).

"We could always keel-haul him if we get bored."

Volta (R) Crimson Rogers 61 C:2 S:0 A:3 I:1 Sw:4 [P/c/t]

Villainous ... Swordsman +1 (Volta inflicts 1 extra Hit during Boarding Attacks) Volta's Boarding Attacks that finish with a Slash inflict 2 extra Hits. *Even though his tongue's been cut out, Smitts swears he heard him talking in his sleep*

Adventures

A Gallant Stand (C) [T/c/s]

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

"I assure you, gentlemen, you are not masters of the blade - no matter what that Ussuran vodka tells you."

Ancient Training Techniques (U) [T/c/s]

2 Seas Away To complete: Tack 6 Adventuring (4 if completed in la Boca). Crew Attachment: +2 Swashbuckling. This Crew inflicts 3 extra Hits during Boarding Attacks.

"We wait until the fight's over. The ones left alive - consider them trained." - The General

Artifact Cannon (R) [T/c/s]

Unique ... 3 Seas Away To complete: Tack 20 Adventuring (13 if completed in Trade Sea). Corsairs Ship Attachment ... Artifact Act: Tack this card and discard any number of cards from your hand to target another Ship in this Sea. You inflict a Cannon Attack on that Ship with Hits equal to twice the number of cards discarded.

Back Alley Rum (U) [T/c/s]

2 Seas Away Illegal Goods Adventure To Complete: Tack 2 Adventuring (1 if completed in la Boca). Illegal ... Crew Attachment: +3 Influence
"Aye, it's a good vintage, me boys. Best rum I ever... that's not a rat tail in there, is it?"

Boatload of Jennys (U) [T/c/s]

1 Sea Away Illegal Goods Adventure To Complete: Tack 4 Adventuring (2 if Completed in Trade Sea). Illegal ... Crew Attachment: +3 Influence
"The General would kill us if he knew what we were doing. But somebody has to keep up morale."

Braving the Nor'wester (R) [T/c/s]

3 Seas Away To complete: Tack 5 Adventuring (4 if completed in Trade Sea). Crew Attachment: +5 Sailing
"Hold fast boys! If the whales can take it, so can we."

Crossfire (R) [T/c/s]

2 Seas Away To complete: Tack 4 Adventuring (3 if completed in la Boca). Crew Attachment: +4 Cannon

As the cannons opened fire on the Castillian ship, Allende couldn't help but smile. El Vago had come through again.

Dangerous Cargo (U) [T/c/s]

1 Sea Away Illegal Goods Adventure To Complete: Tack 4 Adventuring (2 if completed in the Mirror). Illegal ... Crew Attachment: +3 Influence
"We got him from an Ussuran. Gentlest thing I ever seen. Say, is that blood on its--" CRUNCH!

Dredging the Trade River (U) [T/c/s]

1 Sea Away To complete: Tack 2 Adventuring (1 if completed in Trade Sea). Crew Attachment: +2 Adventuring

"What does Sieger want with dirt, anyway?"

Escorting the MacDuff (C) [T/c/s]

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

"I've urgent business in Vendel, and Queen Elaine has assured me that you can keep quiet about it." - High King James MacDuff II

Fancy Footwork (U) [T/c/s]

2 Seas Away To complete: Tack 5 Adventuring (4 if completed in The Mirror). Crew Attachment: +2 Swashbuckling. This Crew inflicts 2 extra Hits during Boarding Attacks.

He danced madly across the deck, thrusting the blade in time with his feet. By the time he reached the tiller, they no longer pursued him.

Fine Rigging (U) [T/c/s]

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

"Scrub it up right, boys. We want to look our best when we send 'em back to the bottom where they belong." - Berek



7th Sea

Making of a Hero (R) [T/c/s]

1 Sea Away To Complete: Tack 2 Adventuring (1 if completed in la Boca). Crew Attachment: May not be attached to a Villainous Crew. This Crew gains the Heroic trait.

"The threads show me your future. Fire the cannon now." - Alesio

Palace Raid (C) [T/c/s]

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

"Enough money can overcome anyone's common sense... even mine."

- Reggie Wilcox

Sidhe Storm (R) [T/c/s]

2 Seas Away To complete: Tack 4 Adventuring (3 if completed in Trade Sea). Item ... Crew Attachment: +4 Cannon

"I don't care what they are. I've got something big enough to tame them" - Wee Willy

Staying Ahead of Trouble (R) [T/c/s]

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

Berek had stolen the Cross from the Crimson Rogers - and it was only a matter of time before Reis caught up with him.

Strength isn't Everything (C) [T/c/s]

1 Sea Away To complete: Tack 5 Adventuring (4 if completed in Frothing Sea). Crew Attachment: +1 Swashbuckling. This Crew inflicts 3 extra Hits during Boarding Attacks.

"Find out where he got that vest. It belonged to Amanda." - Guy McCormick

McCormick

Syrneth Tiller (C) [T/c/s]

1 Sea Away To complete: Tack 3 Adventuring (2 if completed in la Boca). Artifact ... Ship Attachment Act: Sink Syrneth Tiller to move your Ship to an adjacent Sea.

"The Syrneth harnessed the currents for us. It would be a shame to waste their gift." - Guy McCormick

The Finest Cannons... (C) [T/c/s]

1 Sea Away To complete: Tack 2 Adventuring (1 if completed in The Mirror). Item ... Crew Attachment: +2 Cannon

"These are the finest cannons Vendel money can buy. I don't think your pirate problems will continue much longer."

The First Switch (R) [T/c/s]

2 Seas Away To complete: Tack 4 Adventuring (3 if completed in Forbidden Sea). Crew Attachment: +4 Adventuring

"This is only one, my lord. How can we possibly find them all?"

Kheired-Din smiled. "The Prophet will provide."

Their Captain's Will (C) [T/c/s]

1 Sea Away To complete: Tack 2 Adventuring (1 if completed in Forbidden Sea). Crew Attachment: +2 Sailing

They fear their captain more than any wind or storm. One look from Kheired-Din could get them up a mountain using only the sail.

Trinkets and Baubles (U) [T/c/s]

1 Sea Away Illegal Goods Adventure To Complete: Tack 4 Adventuring (2 if completed in Forbidden Sea). Illegal ... Crew Attachment: +3 Influence

"You like it? Keep it. There's a chest full of them back at home." - Philip Gosse

Ussuran Intrigue (U) [T/c/s]

1 Sea Away To complete: Tack 6 Adventuring (4 if completed in The Mirror). Crew Attachment: +3 Influence

"Captain Allende has been helpful to us in the past. Perhaps he can be helpful again." - Lady Ketheryna

Attachments

"We're Doomed!" (U) - [C/d/s]

Crew Attachment ... Glamour 1 Knack (May only be attached to a Crew with Glamour of 1 or more)

React: Tack "We're Doomed!" when a Sea Attachment is inflicting Hits to a Ship. The Attachment inflicts 2 extra Hits.

"I didn't know Leviathans could fly." - Mortimer Snuff

A Sailor's First Skill (C) - [C/d/s]

Crew Attachment ... Item This Crew's Boarding Attacks that finish with a Punch inflict 2 extra Hits.

"Wrap your fingers around a piece of steel, an' you can flatten 'em with one blow. Here, let me show you." - Thomas Metzger

Aldana School (U) 2In [C/d/s]

Crew Attachment ... Swordsman Knack (A Crew may only attach a number of Swordsman Knacks up to their Swordsman bonus.) React: Tack Aldana School immediately before this Crew plays a card during a Boarding Attack. Draw three cards. Place one of these cards in your hand, then discard the others.

"Don't join the dance until you know the song by heart."

Ambrogia School (U) 2In [C/d/s]

Crew Attachment ... Swordsman Knack (A Crew may only attach a number of Swordsman Knacks up to their Swordsman bonus.) React: Tack Ambrogia School to draw a card after this Crew plays a Boarding Attack.

"In Montaigne, it's fiendish and dishonorable. Here, it's just business as usual."

Belaying Pin (C) - [C/d/s]

Crew Attachment ... Item This Crew's Boarding Attacks that finish with a Club inflict 2 extra Hits.

"They never complain when I hit 'em, but they bellow like walruses when they wake up." - Bonnie McGee

Belit (R) 2In [C/d/s]

Gosse Captain Attachment Unique ... Pet React: Tack Belit instead of performing a Boarding Attack. Inflict 2 Hits on the other Ship in the Boarding.

"She's really quite harmless. Except when she's not." - Melinda Gosse



Strange Vistas

Cargo Hook (C) - [C/d/s]

Crew Attachment ... Item This Crew's Boarding Attacks that finish with a Slash inflict 2 extra Hits.

"You and yer fancy fencin' school can say hello to St. Rose fer me."

Common Pier (C) 3In [C/d/s]

Sea Attachment Any player in this Sea may sink Common Pier by tacking 4 Cannon as an action. Act: Tack Common Pier and target an opposing Ship in this Sea if your Ship is in this Sea. Your Ship begins a Boarding with that Ship. This Boarding cannot be canceled without a card effect.

"Didn't ye dogs hear? There's a toll if ye want te get back to yer ship tonight."

Cool Castillian Blood (U) 2Ad [C/d/s]

Captain Attachment The cost to play this card is reduced to zero if you have a Castillian Captain. React: Discard Cool Castillian Blood when one of your Action cards has been canceled. The canceled card is put into your hand.

"Did you feel something?"

Cross of Virtue (R) 6Ad [C/d/s]

Holy Crew Attachment ... Unique ... Item This Crew gains +1 Cannon, +1 Sailing, +2 Adventuring, +2 Influence, +1 Swashbuckling.

"Captain Orduno, you have allowed a sacred religious treasure to fall into the hands of the Crimson Rogers. Do not fail me again." - Esteban Verdugo

Donovan School (U) 2In [C/d/s]

Crew Attachment ... Swordsman Knack (A Crew may only attach a number of Swordsman Knacks up to their Swordsman bonus.) React: Tack Donovan School to draw two cards after this Crew plays a Slash Boarding Attack.

"Antiquated? Maybe. But who's the one walking away from this?"

Eisenfaust School (U) 2In [C/d/s]

Crew Attachment ... Swordsman Knack (A Crew may only attach a number of Swordsman Knacks up to their Swordsman bonus.) React: Tack Eisenfaust School to draw two cards after this Crew plays a Punch Boarding Attack.

"Hard and relentless, like the land which created it."

Giovanni Villanova (R) 4In [C/d/s]

Forbidden Sea Attachment Unique ... Patron Any player may sink Villanova by tacking 4 Influence as an action. All of your Villainous Crew inflict 1 extra Hit during Boarding Attacks.

"He's been an annoyance long enough. Eliminate him for me, and I'll forget your sister's indiscretion."

Gold Earring (C) 3Ad [C/d/s]

Crew Attachment ... Item +1 Influence

"It's me first. Looks good, don't it?"

Grappling Cannon (C) 5Ad [C/d/s]

Ship Attachment React: Tack Grappling Cannon when you are paying the Sailing cost to begin a Boarding. Grappling Cannon produces Sailing equal to your Ship's move cost.

"Where do you think you're going, my pretties?" - Domingo

Harpoon (C) - [C/d/s]

Crew Attachment ... Item This Crew's Boarding Attacks that finish with a Thrust inflict 2 extra Hits.

"Back to the bottom with ye, ye grinnin' sardine!" - Bonnie McGee

Jack-of-All-Trades (R) 8Ad [C/d/s]

Crew Attachment Adventuring 1 Knack (May only be attached to a Crew with Adventuring of 1 or more) +1 Cannon, +1 Sailing, +1 Adventuring, +1 Influence, +1 Swashbuckling

"He cooks, he cleans, he breaks skulls. If he had a pretty face, I'd marry him."

Jean-Marie Rois-et-Reines (U) - [C/d/s]

Captain Attachment React: Discard Jean Marie when a player performs an action which discards or sinks one of their own Crew. The other effects of that action are negated.

"I am a gentlemen and not given to wasteful slaughter - so give me one reason why I should spare your black heart."

Jenny House (C) 2Ad [C/d/s]

Sea Attachment Any player in this Sea may sink Jenny House by tacking 3 Swashbuckling as an action. Act: Tack Jenny House and target a Crew, except Captain, in this Sea. Pay 1 Influence to tack that Crew.

"Don't expect me to sympathize when you wake up with your wallet missing." - Tom Toblin

Kalem the Believer (R) 3Ad [C/d/s]

Corsairs Captain Attachment ... Unique ... Patron This card does not untack during the Untack phase. React: Tack Kalem when you are paying an Influence cost to produce 3 Influence. React: Untack Kalem when another player's Crew is sunk.

Kheired-Din's Secret (R) 5Ad [C/d/s]

Corsairs Ship Attachment ... Unique Act: Tack Kheired-Din's Secret to move your Ship to any Sea. You suffer 5 Hits.

It came out of the mist like silent thunder. The crew barely had time to recognize it before the Corsairs were upon them.

Leegstra School (U) 2In [C/d/s]

Crew Attachment ... Swordsman Knack (A Crew may only attach a number of Swordsman Knacks up to their Swordsman bonus.) +2 Swashbuckling

"The Vesten may be ignorant and backwards, but they can take a gunshot like it was a little girl's kiss."



7th Sea

Long Hand (U) - [C/d/s]

Crew Attachment ... PortÉ 1 Knack (May only be attached to a Crew with PortÉ of 1 or more) React: Tack Long Hand to produce 2 Adventuring when you are paying to complete an Adventure.
"Call it infernal if you like, but the Montaigne sorcerers can get into places we could never dream of." - Guy McCormick

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

Crew Attachment ... Item React: Instead of performing a Boarding Attack, tack the Musket to inflict 2 Hits on the other Ship in the Boarding.
"If ye don't like that drink, I've got a chaser here for ye!"

Old Flame (R) - [C/d/s]

This Sea Attachment ... Unique ... Patron You may only play this card if you have a Gosse Captain. Any player in this Sea may sink Old Flame by tacking 4 Swashbuckling as an action. While Old Flame is in play, other players may not attach Attachment cards to this Sea. Cards already attached are unaffected.
He writes her every day, pledging to make her proud again.

Pistol (C) 4Ad [C/d/s]

Crew Attachment ... Item React: Instead of performing a Boarding Attack, tack the Pistol to inflict 1 Hit on the other Ship in the Boarding.
"Riposte this."

Posh Quarters (R) 1In [C/d/s]

Ship Attachment ... Unique Posh Quarters counts as one Crew against your crew maximum. The Influence cost of all of your Crew is reduced by 2 (minimum 1).
"We are still Montaigne. We expect the very best." - Gerard Rois-et-Reines

Ramming Spike (U) 3In [C/d/s]

Ship Attachment Act: Target a Ship in this Sea. Tack the Ramming Spike and pay your Ship's move cost in Sailing to inflict Hits on that Ship equal to your Ship's move cost. The target may pay their Ship's move cost in Sailing to cancel this action.
"The Old Empire used to sink pirates in this manner. Sometimes, the old ways are best." - Don Deanna

Retired Smuggler (C) 1Ad [C/d/s]

This Sea Attachment Any player in this Sea may sink this card by tacking 2 Influence as an action. Act: Tack Retired Smuggler to get one Item card from your discard pile and move it to your hand.
"He's an old salt, but he gets what I need when I need it." - Jeremiah Berek

Rigged for Speed (R) 1In [C/d/s]

Ship Attachment ... Unique This card may only be attached to Ships with a move cost less than 3. While Rigged for Speed is attached to your Ship, you have +8 Sailing for the purposes of determining Initiative.
"Let's see that Brotherhood dog outflank this." - The General

Roger School (U) 2In [C/d/s]

Crew Attachment ... Swordsman Knack (A Crew may only attach a number of Swordsman Knacks up to their Swordsman bonus.) React: Tack Rogers School when this Crew inflicts Hits with a Boarding Attack. This attack inflicts 3 extra Hits.
"Pirates learn to fight, same as gentlemen. We just don't brag about it as much."

Safe Path (U) - [C/d/s]

Crew Attachment ... Fate 1 Knack (May only be attached to a Crew with Fate of 1 or more) React: Tack Safe Path when you are paying a cancel cost to produce 4 points toward its cost.
"Don't look. Just keep rowing." - Andres Donovich

Shore Knowledge (U) - [C/d/s]

Adventure Attachment This can only be attached to another player's uncompleted Adventure, and only if you have a Heroic Captain. The cost to complete this Adventure is reduced by 2 (minimum 0). Once the Adventure is completed, Shore Knowledge attaches to one of your Crew, giving +2 Influence.
"It's between those coves, McCormick. Trust me."

Special Gift (U) - [C/d/s]

Crew Attachment ... PortÉ 1 Knack (May only be attached to a Crew with PortÉ of 1 or more) Act: Tack Special Gift and target another Ship in this Sea. Inflict 1 Hit to that Ship.
"I can't say I like using it, but I have sworn to obey the General. My magic awaits his orders."

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

Corsairs Captain Attachment ... Letter of Marque ... Unique You must tack your Captain to put this card into play. React: Tack the Code and one of your Crew when you are paying a Sailing cost. That Crew produces Sailing equal to your Ship's move cost.
"The Second Prophet is your master now." - Kheired-Din

The Unwritten Rules (F) 3In [C/d/s]

Gosse Captain Attachment ... Letter of Marque ... Unique You may not put this card into play if any other player has more Heroic Crew in play than you. Act: Sink the Unwritten Rules, and get any card from your deck, show it to your opponents, and put it in your hand. Shuffle your deck.
Every man knows them, and none need reminding.

Valroux School (U) 2In [C/d/s]

Crew Attachment ... Swordsman Knack (A Crew may only attach a number of Swordsman Knacks up to their Swordsman bonus.) React: Tack Valroux School to draw two cards after this Crew plays a Thrust Boarding Attack.
"You're slow and sloppy, like all your kind. A pity I can't teach you how true men fight."



Strange Vistas

Warship (R) 4Ad [C/d/s]

This Sea Attachment Any player in this Sea may sink Warship by tacking 6 Cannon as an action. Act: Tack Warship to attach it to a Sea adjacent to this Sea. Act: Tack Warship to target a Ship in this Sea. Warship inflicts a 4 Hit Cannon Attack on that Ship.

"The Castillian blockade can spare a ship - and I need a fox-hound to drive Allende to me." - The General

Well Equipped Sick Bay (R) 3In [C/d/s]

Ship Attachment ... Unique The Sick Bay counts as one Crew against your crew maximum. All of your Crew absorb 2 extra Hits when they sink to absorb Hits.

"Why would he save me like that? He never even liked me," whispered the General. "Because you are the Captain, monsieur. It was his duty."

Well Stocked Armory (R) 2In [C/d/s]

Ship Attachment The Armory counts as one Crew against your crew maximum. Your Boarding Attacks inflict 1 extra Hit.

Place a sword in every hand and your enemies will fear to sleep. - Crescent proverb.

Ships

Strange Skies (F) Corsairs 11 CM / 4 MC

The move cost of the Strange Skies may not be increased. React: Tack before performing an action, to move to an adjacent Sea.

Uncharted Course (F) Gosse 9 CM / 3 MC

Your Ship Attachments do not count toward your crew maximum. React: Tack before performing an action, to move to an adjacent Sea.

Captains

Kheired-Din (F) Corsairs W9

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

Start: Forbidden Sea Villainous ... Holy ... Swordsman +2 (Kheired-Din inflicts 2 extra Hits during Boarding Attacks) Once per turn while you have three or more other Corsairs on your Ship and you are suffering Hits, Kheired-Din absorbs Hits equal to his Swashbuckling (without tacking or sinking).

Philip Gosse (F) Gosse W9

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

Start: Frothing Sea Heroic ... Swordsman +2 (Gosse inflicts 2 extra Hits during Boarding Attacks) While you have four or more other Gosse Crew on your Ship, the Swashbuckling skill of your Gosse Crew is increased by 1.

"I've led a good life. I hope to die a good death."



Credits

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