

Black Sails

Expansion for the 7th Sea CCG

The 6th expansion for the 7th Sea CCG, "Black Sails" was released as a static set of 54 new cards dedicated to the introduction of the nefarious Captain Necros and The Black Freighter.

The set introduced:

- 12 Actions
- 6 Adventure Cards
- 8 Attachments
- 1 Captain
- 27 Crew
- and 1 Ship

Actions







Adventures

Well of Purity



ADVENTURE
Unique • 2 Seas Away
To complete: Tack 3 Adventuring (2 if completed in la Boca).
Captain Attachment:
 Your **Heroic** Crew inflict 2 extra Hits during Boarding Attacks if the opposing Captain in the Boarding is **Villainous**.
If true evil exists, then it must be balanced by an equal amount of true good.

High Morale



ADVENTURE
2 Seas Away
To complete: Tack 5 Adventuring (3 if completed in Trade Sea).
Captain Attachment:
React: Discard High Morale when you are absorbing Hits to suffer 3 fewer Hits. If your Ship's crew maximum is less than 9, you suffer 6 fewer Hits, instead.

Scarlet Gem of Death



ADVENTURE
Unique • 2 Seas Away
To complete: Tack 9 Adventuring (6 if completed in the Mirror).
Artifact • Captain Attachment:
 Your **Skeletal** Crew gain +1 Swashbuckling.
The gate to Legion has more than one key.

Gold Coins



ADVENTURE
1 Sea Away
To complete: Discard a card from your hand.
Crew Attachment:
React: Discard Gold Coins when you are paying an Influence cost to produce 2 Influence.

Attachments





Captains



Crew















Ships



Credits

Original Card Design Team

Dan Verssen, David Williams, John Zinser, Kevin Boerwinkle, Kevin Millard, Kevin Wilson, Erik Yapple

Layout

Mark Stanton Woodward

7th Sea System Creation

John Wick, Jennifer Wick, and Kevin Wilson

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