

# 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



**Plague Ship**



**2**

**SEA ATTACHMENT**  
**Unique • Ally**

**C** Any player in this Sea may discard this card by tacking 4 Cannon as an action.

**D** No player, except those with Black Freighter Captains, may hire Crew in this Sea.

**S** **Act:** Tack this card to attach it to a Sea adjacent to this Sea.

**Savage Storm**



**SEA ATTACHMENT**  
**Weather**

**C** Any player may pay 1 Adventuring as an action to attach this card to a Sea adjacent to this Sea.

**D** Any player may pay 5 Adventuring as an action to discard this card.

**S** All Ships in, or moving from, this Sea have their move costs increased by 2.

**Black Siren**



**BLACK FREIGHTER CAPTAIN ATTACHMENT**  
**Unique • Patron**

**C** To play this card, another player must have 1 or more Crew in their sunk pile.

**D** Any player in the Trade Sea may sink this card by tacking 5 Swashbuckling as an action.

**S** Other players must pay 1 extra Influence when hiring Crew.

**The Curse**



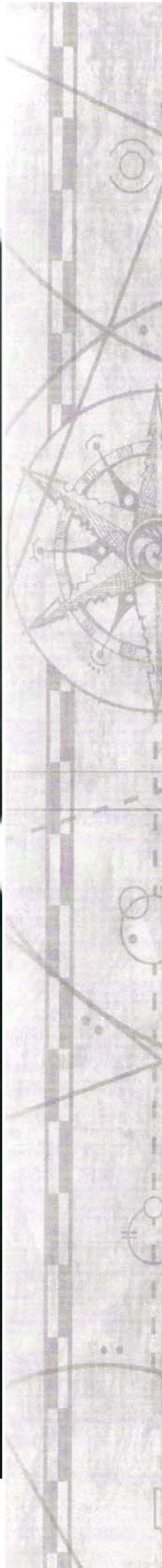
**2**

**BLACK FREIGHTER CAPTAIN ATTACHMENT**  
**Letter of Marque • Unique**

**C** You must have 2 or more non-Skeletal Crew on your Ship to put The Curse into play.

**D** **Act:** Tack this card to move your Ship one Sea closer to another player's Ship.

**S**



Captains



Crew







**4** No-Leg William

**1** **2** **2** **1** **1**

**CREW**

**Loyal**

William may attach up to two **Leg Attachments**.

William gains +2 to all skills if he has two **Leg Attachments** attached.

*"You should see the shark."*

**7** Reinheart the Ripper

**0** **4** **0** **1** **2**

**CREW**

**Unique • Loyal**  
**Topman • Fear 1**

**Act:** Tack Reinheart and your Ship to move your Ship to a Sea that contains another Ship.

*He had strangled on his own sail line and his crew let him hang there for three days before throwing him to the sharks. He's a trifle spiteful about it.*

**2** Pete "Gang" Greene

**0** **0** **0** **0** **2**

**CREW**

**Loyal • No Attachments**

**Skeletal** [This Crew may not tack to absorb Hits. Place this Crew in your discard pile when it stabs.]

Pete may tack to absorb Hits.

*Just don't ask him to tie any knots.*

**5** Samuel Smitts

**4** **0** **0** **0** **2**

**CREW**

**Experienced • Unique**  
**Loyal • Gunner**

Samuel inflicts 3 extra Hits during Boarding Attacks.

*"No one ever faced Rex an' lived, but plenty of us faced 'im an' died. Very soon, he's gonna find out how many..."*







## Ships



## Credits

### Original Card Design Team

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

### Layout

Mark Stanton Woodward

### 7th Sea System Creation

John Wick, Jennifer Wick, and Kevin Wilson

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