

Retirement



ACTION

Act: If you have 6 or more completed **Prize** Adventures in play than any other player, you win the game.

"One day I would like to retire, perhaps to the East through the sands, where there are forces more powerful than steel or gold..." - J. Berek

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Ussuran Whalers



CREW

When this Crew tacks to absorb hits from a **Monster** card, **Weather** card, or **Sea Attachment**, they absorb 3 extra hits.

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

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Diablo Tiburon



ACTION

Monster

This action may not be canceled if the target has any **Damage Attachments** attached.

Act: Target a ship in play. Target ship suffers a number of hits equal to twice that ship's **Move Cost**. Inflict 4 extra hits if target ship has at least one **Damage Attachment** attached. *It knew just when and where to strike. The frigate didn't stand a chance.*

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Keep a Sharp Lookout!



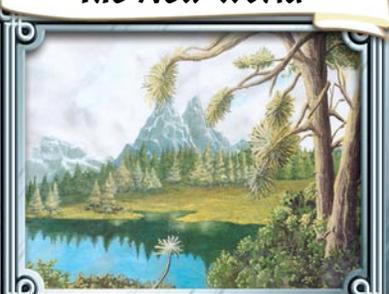
ACTION

React: Play if one of your **Adventure** or **Attachment** cards is being sunk or discarded from play by another player's **Action** or **Action card**. If the card is being discarded, you may shuffle it back into your deck instead. If it is being sunk, you may discard it instead. Sink this card.

"Don't know what the captain's worried about. Been quite all night." - Simon the Bosun

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The New World



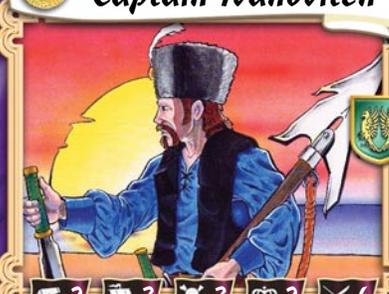
ACTION

React: Target another player's **Ship** when it moves to a **Sea** adjacent to its previous **Sea**. Inflict one hit to target **Ship**. You may only play one copy of this card per **Sea** moved into.

Faust's map of the west lead to a rich new world of wonder and plenty. Of course, it was full of danger too...

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Captain Ivanovitch



CAPTAIN

Start: **The Mirror**
Pyryem 1 • Swordsman +2

When this Captain tacks to produce **Influence**, this Captain produces 2 additional **Influence**. While you have 4 or more **Unaligned** or **Ussuran Crew** on board with an **Influence Cost** of 3 or more, your **Unaligned** and **Ussuran Crew** absorb 1 additional hit when tacking or sinking to absorb hits (+2 total if **Unaligned** and **Ussuran**).

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Dread



CREW

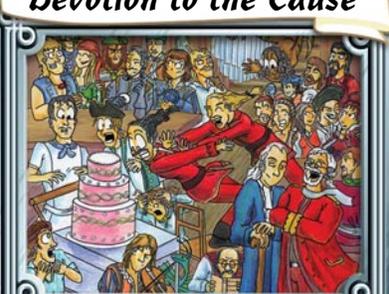
First Mate • Loyal • Unique Villainous • Swordsman +2

When this Crew is attempting to reverse **Boarding Attacks**, you may consider each card's **Boarding Attack** box as an additional (ie. third) **Boarding Defense** box.

The Black Freighter sailed with Upham as captain now. His mission was vengeance against the living.

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Devotion to the Cause



ACTION

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

Some are gone, but they will never be forgotten.

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Courage and Honor



ACTION

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

"They have vowed to defend Avalon at all costs and to the end. Avalon forever!" - Mike the Magnificent, Avalon loyalist

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