

## Kheird-Din's Fortitude



Club C

### CORSAIRS CAPTAIN ATTACHMENT

Unique

You may only attach this card to your Captain when starting Crew are chosen, at the cost of 1 Starting Wealth, and only if they have the name "Din" in their title.

**React:** When you sink the attached Crew, instead discard all your cards from play except Captain and Ship. Untack both and return your Ship to your Starting Sea. You may hire one Crew from your hand at zero cost. The current Action is considered resolved, and play continues with the next player.

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## Cities of Gold



Thrust T

### ADVENTURE

2 Seas Away • Unique

**To complete:** Pay 4 Adventuring (3 if you have 4 or more Crew aligned to your Captain's faction on board).

#### Captain Attachment

**Act:** Tack this card and a Crew aligned to your Captain's faction to hire a Crew from your hand, discard pile, or draw deck. That Crew's Influence Cost is reduced by 3 if that Crew shares a Nationality, Secret Society, or Faction symbol with your Captain.

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## Boarded by Raiders



Thrust T

CHANTEY

Any Crew pushed forward for a Boarding Attack, if the Crew inflicts hits, the Crew inflicts 2 extra hits.

*Ynguild told her men there was an alternative to meaningless blood and death.*

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## Aleksi Novgorov



Punch P

### CREW

Pyeryem 1 • Villainous

**Act:** Once per turn discard a **Pyeryem Knack** attached to this Crew to search your deck for a **Pyeryem 1 Knack** that this Crew can attach. Attach that **Knack** to this Crew and shuffle your deck.

*"I know loyalties can be purchased, but for such a meager price?" - Julius Caligari*

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## Valor and Heroism



Slash S

### ACTION

You may not play this card if you have a **Villainous** Captain or if you have a **Control** Card in play.

**Act:** Tack your Captain and Ship to put a **Control** Attachment into play from your hand without paying its skill cost.

*Allende and his men celebrated his return by robbing every ship they saw on the way back to La Bucca.*

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## Rodrigo the Rightous



Punch P

### CREW

Heroic • Holy • Swordsman +1

Villainous Crew in this Sea produce 1 fewer Influence when tacking to produce Influence (min 0).

*"Theus guides my sword and he has brought me to you, Señor."*

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## Eisen Alliance



Club C

### FROTHING SEA ATTACHMENT

Control

You may only play this card while your Ship is in the Frothing Sea. You must discard 3 **Item** Attachments to put this card into play. Your Captain is considered to have the Eisen symbol. Any player may discard this card by discarding 3 of their completed Adventures while in this Sea.

**Act:** Tack this card and search your deck for an Adventure whose cost is reduced while you have The River in play. Put that card into your hand then shuffle your deck.

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## Yannick le Geant



Punch P

### CREW

Heroic • Swordsman +3

When this Crew tacks to absorb hits, he absorbs extra hits equal to the number of Crew cards in your sunk pile.

*"Pardon me, did you need any assistance? I'd hate to intrude."*

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## Fury of the Storm



Slash S

### ACTION

Weather

**Act:** Target a Ship in this or an adjacent Sea. Discard any number of **Weather** cards from your hand (you may discard 0) to inflict hits on the target ship equal to 5 plus twice the number of cards discarded. This may not be canceled if you have at least one **Laerdom** Sorcerer on board your Ship.

*The true fury of the Vesten lies not in the storm, but in their hearts.*

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