

4 *Young Samuel Gosse*

0 1 3 0 2

CREW

Loyal • No Attachments • Unique
 If Melinda Gosse or Captain Red is your Captain, this Crew does not count towards your Crew Maximum.

"Uncle Phil wouldn't let me go with him. You can't afford to be so choosy with so many berths to fill, Melinda."

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The Undeclared Heart **3**

Crew Maximum: 9
Monster and Weather cards inflicting hits on this Ship inflict 4 fewer hits (min 0).
React: Tack before performing an Action to move to an adjacent Sea.

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4 *Sheildmen*

1 0 2 0 3

CREW

Loyal • No Attachments
 When this Crew tacks or sinks to absorb hits, they absorb one extra hit.

React: When you are paying Adventuring to complete an Adventure with an initial cost of 5 or more, discard a card from your hand to produce 1 Adventuring. Use this ability once per Adventure you are completing.

"Get behind me, sir. This looks dangerous."

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2 *Pappy*

0 0 1 0 1

CREW

This Crew has +2 Adventuring when you are paying the completion cost of an Adventure.

Ivanovitch's father has sailed with him for so long, most of the crew had forgotten his real name.

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Flying the Jolly Roger

ADVENTURE

2 Seas Away • Illegal • Unique
To complete: Pay 4 Adventuring (2 if you have a card with the Jolly Roger trait on board).
Ship Attachment: The Adventuring costs of your uncompleted Adventures are reduced by 1 (min 0, or min 1 if the Adventure increases the Cannon Skill).
With Allende's return, the Brotherhood embraced their trade with renewed vigor.

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Harness the Darkness **+1**

ADVENTURE

1 Sea Away • Nacht 1 Knack
To complete: Tack one of your Sorcerers with Nacht 1 or more.
Crew Attachment: +1 Swashbuckling
React: Tack the attached Crew instead of performing a Boarding Attack to target the opposing Ship. Inflict hits to the target Ship equal to the attached Crew's Swashbuckling. You may discard a Nacht Knack from your hand to increase the hits inflicted by 3.

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The Jolly Roger of Gosse's Gentlemen

GOSSE SHIP ATTACHMENT

Unique • Item • Jolly Roger
React: Tack after one of your Gosse Crew has been sunk when absorbing hits inflicted by another player, to target and untack another of your non-Captain Gosse Crew. You may only use this ability if you have 3 or more Gosse Crew on board.

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3 *Benjamen the Quick*

2 1 2 1 2

CREW

Unique • Villainous • Swordsman +1
 Your cost to complete **Illegal** Adventures is reduced by 1 (min 0) while this Crew is in play. Any other player may discard this Crew by paying 6 Influence as an Action.
"Benjamen the Scurry Rat-Faced Traitor didn't have quite the same ring to it."

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5 *Valentina Villanova*

0 0 1 1 2

CREW

Scry 1
Act: Tack and sink one of your Crew to draw 2 cards from your deck.
"Our only choice was to fight free. That is still the only destiny I see for us."

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