7 ACTION

KING OF THE SEAS

PLAY THIS CARD TO STEAL A CARD FROM YOUR OPPONENT AND EITHER PLAY THE CARD IMMEDIATELY AS YOUR OWN (IF POSSIBLE) OR DISCARD IT.

CARD 01

6 BONUS ☠

SUPERIOR LEADERSHIP

PLAY THIS CARD TO SPECIFY THE ORDER IN WHICH YOU WILL TAKE YOUR IMPULSES. YOU MAY ALSO SPECIFY WHO GOES FIRST WHEN BOTH PLAYERS SHARE AN IMPULSE. THE PLAY OF THIS CARD SUPERSEDES ITS PLAY BY YOUR OPPONENT.

CARD 02

6 BONUS 🗐

SUPERIOR LEADERSHIP

PLAY THIS CARD TO SPECIFY THE ORDER IN WHICH YOU WILL TAKE YOUR IMPULSES. YOU MAY ALSO SPECIFY WHO GOES FIRST WHEN BOTH PLAYERS SHARE AN IMPULSE. THE PLAY OF THIS CARD SUPERSEDES ITS PLAY BY YOUR OPPONENT.

CARD 03

5 ACTION

READING THE ENTRAILS

PLAY THIS CARD TO FORCE YOUR OPPONENT TO PLAY WITH AN OPEN HAND.

CARD 04

5 ACTION ☠

COMMAND CONFUSION

PLAY THIS CARD TO SELECT YOUR OPPONENT'S NEXT CARD. THIS CARD MUST BE USED TO ACTIVATE A FORMATION.

CARD 05

5 REACTION 🗐

COUNTER ATTACK!

DISCARD THIS CARD TO ALLOW ANY OF YOUR SHIPS TO ATTACK ON A DIE ROLL LESS OR EQUAL TO QUALITY WHEN AN ENEMY SHIP MOVES ADJACENT OR INTO ITS SQUARE. USE THE ENEMY SHIP'S VECTOR MODIFIER, IF APPLICABLE. MARK YOUR SHIP WITH A RED ACTIVATION MARKER WHEN THE ATTACK IS COMPLETED.

CARD 06

5 REACTION ♒

COUNTER ATTACK!

DISCARD THIS CARD TO ALLOW ANY OF YOUR SHIPS TO ATTACK ON A DIE ROLL LESS OR EQUAL TO QUALITY WHEN AN ENEMY SHIP MOVES ADJACENT OR INTO ITS SQUARE. USE THE ENEMY SHIP'S VECTOR MODIFIER, IF APPLICABLE. MARK YOUR SHIP WITH A RED ACTIVATION MARKER WHEN THE ATTACK IS COMPLETED.

CARD 07

4 REACTION

REACTION ATTACK

DISCARD THIS CARD TO ALLOW ANY OF YOUR INACTIVE SHIPS TO ATTACK ON A DIE ROLL LESS OR EQUAL TO QUALITY WHEN AN ENEMY SHIP MOVES ADJACENT OR INTO ITS SQUARE. USE THE ENEMY SHIP'S VECTOR MODIFIER, IF APPLICABLE. MARK YOUR SHIP WITH A RED ACTIVATION MARKER WHEN THE ATTACK IS COMPLETED.

CARD 08

4 REACTION ⏳

REACTION ATTACK

DISCARD THIS CARD TO ALLOW ANY OF YOUR INACTIVE SHIPS TO ATTACK ON A DIE ROLL LESS OR EQUAL TO QUALITY WHEN AN ENEMY SHIP MOVES ADJACENT OR INTO ITS SQUARE. USE THE ENEMY SHIP'S VECTOR MODIFIER, IF APPLICABLE. MARK YOUR SHIP WITH A RED ACTIVATION MARKER WHEN THE ATTACK IS COMPLETED.

CARD 09

4 REACTION

REACTION ATTACK

DISCARD THIS CARD TO ALLOW ANY OF YOUR INACTIVE SHIPS TO ATTACK ON A DIE ROLL LESS OR EQUAL TO QUALITY WHEN AN ENEMY SHIP MOVES ADJACENT OR INTO ITS SQUARE. USE THE ENEMY SHIP'S VECTOR MODIFIER, IF APPLICABLE. MARK YOUR SHIP WITH A RED ACTIVATION MARKER WHEN THE ATTACK IS COMPLETED.

CARD 10

4 REACTION ☠

REACTION ATTACK

DISCARD THIS CARD TO ALLOW ANY OF YOUR INACTIVE SHIPS TO ATTACK ON A DIE ROLL LESS OR EQUAL TO QUALITY WHEN AN ENEMY SHIP MOVES ADJACENT OR INTO ITS SQUARE. USE THE ENEMY SHIP'S VECTOR MODIFIER, IF APPLICABLE. MARK YOUR SHIP WITH A RED ACTIVATION MARKER WHEN THE ATTACK IS COMPLETED.

CARD 11

4 REACTION 🗐

REACTION ATTACK

DISCARD THIS CARD TO ALLOW ANY OF YOUR INACTIVE SHIPS TO ATTACK ON A DIE ROLL LESS OR EQUAL TO QUALITY WHEN AN ENEMY SHIP MOVES ADJACENT OR INTO ITS SQUARE. USE THE ENEMY SHIP'S VECTOR MODIFIER, IF APPLICABLE. MARK YOUR SHIP WITH A RED ACTIVATION MARKER WHEN THE ATTACK IS COMPLETED.

CARD 12

4 BONUS ☠

GODS OF WAR

DISCARD THIS CARD TO ADD THE RESULT OF AN EXTRA DIE ROLL TO <u>ANY ATTACK</u> DURING THE CURRENT ACTIVATION.

CARD 13

---

4 BONUS

GODS OF WAR

DISCARD THIS CARD TO ADD THE RESULT OF AN EXTRA DIE ROLL TO <u>ANY ATTACK</u> DURING THE CURRENT ACTIVATION.

CARD 14

---

3 BONUS 🗎

COMMAND CONTROL

DISCARD THIS CARD TO ADD AN ADDITIONAL FOUR INACTIVE SHIPS TO THE CURRENT ACTIVATION. THEY NEED NOT BE PART OF THE SAME FORMATION.

CARD 15

---

3 REACTION

A STRAIN ON THE CREW

DISCARD THIS CARD TO APPLY A +2 MODIFIER TO THE FATIGUE ROLL OF THE ACTIVE ENEMY FORMATION.

CARD 16

---

3 ACTION ☠

"ROW WELL AND LIVE!"

PLAY THIS CARD TO INCREASE OR DECREASE THE SPEED OF A NUMBER OF SHIPS UP TO THE FLEET'S QUALITY RATING TO OR FROM FULL SPEED.

CARD 17

---

3 ACTION ⧖

"ROW WELL AND LIVE!"

PLAY THIS CARD TO INCREASE OR DECREASE THE SPEED OF A NUMBER OF SHIPS UP TO THE FLEET'S QUALITY RATING TO OR FROM FULL SPEED.

CARD 18

---

3 ACTION 〰

OFF COURSE!

PLAY THIS CARD AND ROLL A DIE AND HALVE THE NUMBER (ROUND UP). THE RESULT IS THE NUMBER OF ENEMY SHIPS THAT MAY BE ROTATED UP TO TWO POINTS TO PORT OR STARBOARD.

CARD 19

---

3 ACTION

PULL FOR THE TRIERARCH!

PLAY THIS CARD TO REACTIVATE ANY FORMATION MARKED WITH YELLOW ACTIVATION MARKERS. MARK THE SHIPS WITH RED MARKERS WHEN MOVEMENT IS COMPLETED.

CARD 20

---

3 ACTION 🗎

PULL FOR THE TRIERARCH!

PLAY THIS CARD TO REACTIVATE ANY FORMATION MARKED WITH YELLOW ACTIVATION MARKERS. MARK THE SHIPS WITH RED MARKERS WHEN MOVEMENT IS COMPLETED.

CARD 21

---

3 ACTION

REINFORCE THE BOARDERS

PLAY THIS CARD AND ROLL A DIE. RESTORE THE RESULTING NUMBER ON MANPOWER HITS THROUGHOUT YOUR FLEET, WITH NO MORE THAN TWO POINTS PER SHIP.

CARD 22

---

3 ACTION ☠

REINFORCE THE BOARDERS

PLAY THIS CARD AND ROLL A DIE. RESTORE THE RESULTING NUMBER ON MANPOWER HITS THROUGHOUT YOUR FLEET, WITH NO MORE THAN TWO POINTS PER SHIP.

CARD 23

---

3 BONUS 🗎

STRONG ARMS AND BACKS

DISCARD THIS CARD TO APPLY A -2 MODIFIER TO THE FATIGUE ROLL OF THE CURRENTLY ACTIVATED FORMATION.

CARD 24

2 BONUS ♒

COMMAND CONTROL

DISCARD THIS CARD TO ADD AN ADDITIONAL THREE INACTIVE SHIPS TO THE CURRENT ACTIVATION. THEY NEED NOT BE PART OF THE SAME FORMATION.

CARD 25

2 ACTION

SUPERIOR PLANNING

PLAY THIS CARD TO ENHANCE A PREVIOUSLY PLAYED HAND-SIZE CARD BY TWO CARDS. PLACE THIS CARD FACE-UP ALONG SIDE THE HAND-SIZE CARD.

CARD 26

2 BATTLE ⧗

"BACK OARS TO WITHDRAW!"

THE ATTACKER MAY DISCARD THIS CARD TO AUTOMATICALLY AVOID A GRAPPLE RESULT AFTER A SUCCESSFUL RAM ATTACK. THE ATTACKER WITHDRAWS INTO THE SQUARE OCCUPIED PRIOR TO ATTACKING, IF POSSIBLE.

CARD 27

2 BATTLE ⚹

"BACK OARS TO WITHDRAW!"

THE ATTACKER MAY DISCARD THIS CARD TO AUTOMATICALLY AVOID A GRAPPLE RESULT AFTER A SUCCESSFUL RAM ATTACK. THE ATTACKER WITHDRAWS INTO THE SQUARE OCCUPIED PRIOR TO ATTACKING, IF POSSIBLE.

CARD 28

2 BATTLE ☠

FLAMING MISSILES

DISCARD THIS CARD AFTER A SUCCESSFUL MISSILE ATTACK AND ROLL A DIE. IF THE ROLL IS GREATER THAN THE TARGET'S QUALITY, REDUCE THE TARGET TO DAMAGED STATUS (OR IMMOBILE STATUS IF ALREADY DAMAGED).

CARD 29

2 ACTION ▤

KEEP HER AFLOAT!

PLAY THIS CARD AND ROLL A DIE ON THE TABLE BELOW. RESTORE THE RESULTING NUMBER OF IMMOBILE SHIPS TO DAMAGED STATUS. MARK EACH WITH A RED ACTIVATION.

0-4:	1
5-7:	2
8-9:	3

CARD 30

2 ACTION ☠

KEEP HER AFLOAT!

PLAY THIS CARD AND ROLL A DIE ON THE TABLE BELOW. RESTORE THE RESULTING NUMBER OF IMMOBILE SHIPS TO DAMAGED STATUS. MARK EACH WITH A RED ACTIVATION.

0-4:	1
5-7:	2
8-9:	3

CARD 31

2 ACTION

READY FOR ACTION!

PLAY THIS CARD AND ROLL A DIE ON THE TABLE BELOW. RESTORE THE RESULTING NUMBER OF DAMAGED SHIPS TO CRUISE STATUS. MARK EACH WITH A RED ACTIVATION MARKER.

0-3:	2
4-6:	3
7-8:	4
9:	5

CARD 32

2 ACTION ▤

READY FOR ACTION!

PLAY THIS CARD AND ROLL A DIE ON THE TABLE BELOW. RESTORE THE RESULTING NUMBER OF DAMAGED SHIPS TO CRUISE STATUS. MARK EACH WITH A RED ACTIVATION MARKER.

0-3:	2
4-6:	3
7-8:	4
9:	5

CARD 33

2 BONUS

PREPARE FOR BOARDING

DISCARD THIS CARD TO APPLY A +2 MODIFIER TO ANY SHIP ATTEMPTING TO GRAPPLE DURING THE CURRENT ACTIVATION.

CARD 34

2 REACTION

ROTTED HEMP

DISCARD THIS CARD TO APPLY A -2 MODIFIER TO ANY SHIP ATTEMPTING TO GRAPPLE DURING THE CURRENT ACTIVATION.

CARD 35

2 ACTION ⧗

CUT THE LINES

PLAY THIS CARD AND ROLL A DIE AGAINST THE TABLE BELOW. AUTOMATICALLY DISENGAGE THE RESULTING NUMBER OF GRAPPLED SHIPS.

0-4:	1
5-7:	2
8-9:	3

CARD 36

2 ACTION ☠

CUT THE LINES

PLAY THIS CARD AND ROLL A DIE AGAINST THE TABLE BELOW. AUTOMATICALLY DISENGAGE THE RESULTING NUMBER OF GRAPPLED SHIPS.

0-4:	1
5-7:	2
8-9:	3

CARD 37

2 ACTION ↗

THE FATES CAN BE FICKLE

PLAY THIS CARD AND ROLL A DIE ON THE TABLE BELOW. DRAW AN ADDITIONAL NUMBER OF ACTION CARDS PER THE RESULT:

0-3:	0
4-6:	1
7-8:	2
9:	3

CARD 38

2 BATTLE 🗇

HACKING AND SLASHING

DISCARD THIS CARD TO APPLY A +2 MODIFIER WHEN RESOLVING A MELEE ATTACK.

CARD 39

1 BONUS

COMMAND CONTROL

DISCARD THIS CARD TO ADD AN ADDITIONAL TWO INACTIVE SHIPS TO THE CURRENT ACTIVATION. THEY NEED NOT BE PART OF THE SAME FORMATION.

CARD 40

1 BONUS ☠

FAVORABLE TIDES

DISCARD THIS CARD TO ADD THE RESULT OF A HALVED DIE ROLL (ROUNDING UP) IN MOVEMENT POINTS TO ANY SHIP DURING THE CURRENT ACTIVATION. ROLL FOR EACH SHIP INDIVIDUALLY..

CARD 41

1 BONUS 🗇

RAMMING SPEED!

DISCARD THIS CARD TO ADD AN ADDITIONAL SUMMED DIE ROLL TO ANY RAM ATTACK DURING THE CURRENT ACTIVATION PRIOR TO ANY DICE BEING ROLLED.

CARD 42

1 BONUS ☠

SHEAR THEIR OARS!

DISCARD THIS CARD TO ADD AN ADDITIONAL SUMMED DIE ROLL TO ANY RAKE ATTACK DURING THE CURRENT ACTIVATION PRIOR TO ANY DICE BEING ROLLED.

CARD 43

1 BONUS ☠

DARKEN THE SKY!

DISCARD THIS CARD TO ADD AN ADDITIONAL SUMMED DIE ROLL TO ANY MISSILE ATTACK DURING THE CURRENT ACTIVATION PRIOR TO ANY DICE BEING ROLLED.

CARD 44

1 BATTLE ⧗

ANASTROPHE: THE SCORPION!

DISCARD THIS CARD TO IMMEDIATELY RAM AFTER A SUCCESSFUL RAKE ATTACK. USE A +3 VECTOR MODIFIER.

CARD 45

1 BATTLE

SHIELDS UP, HEADS DOWN!

DISCARD THIS CARD TO ADD A +2 MODIFIER TO ANY MISSILE ATTACK DEFENSE ROLL, AFTER THE ATTACKER HAS COMMITTED BATTLE CARDS, BUT BEFORE THE DICE ARE ROLLED.

CARD 46

1 BATTLE ☠

SHIELDS UP, HEADS DOWN!

DISCARD THIS CARD TO ADD A +2 MODIFIER TO ANY MISSILE ATTACK DEFENSE ROLL, AFTER THE ATTACKER HAS COMMITTED BATTLE CARDS, BUT BEFORE THE DICE ARE ROLLED.

CARD 47

1 BATTLE 🗇

PULL FOR YOUR LIVES!

DISCARD THIS CARD TO AUTOMATICALLY AVOID A RAM ATTEMPT AFTER THE ATTACKER HAS COMMITTED BATTLE CARDS, BUT BEFORE THE DICE ARE ROLLED.

CARD 48

1 BATTLE 〰

PULL FOR YOUR LIVES!

DISCARD THIS CARD TO AUTOMATICALLY AVOID A RAM ATTEMPT AFTER THE ATTACKER HAS COMMITTED BATTLE CARDS, BUT BEFORE THE DICE ARE ROLLED.

CARD 49

1 BATTLE

WITHDRAW OARS!

DISCARD THIS CARD TO AUTOMATICALLY AVOID A RAKE ATTEMPT AFTER THE ATTACKER HAS COMMITTED BATTLE CARDS, BUT BEFORE THE DICE ARE ROLLED.

CARD 50

1 BATTLE 🗎

WITHDRAW OARS!

DISCARD THIS CARD TO AUTOMATICALLY AVOID A RAKE ATTEMPT AFTER THE ATTACKER HAS COMMITTED BATTLE CARDS, BUT BEFORE THE DICE ARE ROLLED.

CARD 51

1 BATTLE

SHATTERED HULL!

DISCARD THIS CARD AFTER A FAILED RAM ATTACK AGAINST ONE OF YOUR SHIPS. IF YOUR MODIFIED ROLL WAS AT LEAST TWICE THE ATTACKER'S, REPLACE HIS SHIP WITH ITS IMMOBILE COUNTER IN THE SQUARE THROUGH WHICH IT ATTACKED. IF DOING SO VIOLATES STACKING RULES, REPLACE THE SHIP WITH AN AWASH MARKER (IT HAS BEEN SUNK).

CARD 52

1 BATTLE ☠

ANASTROPHE!

DISCARD THIS CARD TO IMMEDIATELY RAM AFTER A SUCCESSFUL RAKE ATTACK. USE A +3 VECTOR MODIFIER.

CARD 53

1 BATTLE ⧖

TOWER DAMAGE

PLAY ON A TOWER-ARMED SHIP THAT HAS JUST BEEN RAMMED SUCCESSFULLY. THAT SHIP AUTOMATICALLY LOSES ITS TOWER BENEFIT.

CARD 54

1 ACTION

WORK THE RIGGING

PLAY THIS CARD TO RAISE OR LOWER FULL SAIL ON A NUMBER OF SHIPS UP TO TWICE THE FLEET'S QUALITY. SHIPS DO NOT HAVE TO DO THE SAME ACTIVITY (SOME MAY RAISE WHILE OTHERS LOWER).

CARD 55