

Captain

Viana
The Avarice Seeker

10

WINDFALL
Basic Attack

HIGH COST OF LIVING
3

TARIFF
When Viana activates, steal up to 1 from an enemy Hero and place it on a friendly Hero. If you have less Victory Points than that enemy, steal up to 2 instead.

<p>Viana WINDFALL Basic Attack</p> <p>For each Hit of , 1 friendly Hero gains 1.</p> <p> 4 + 1 5</p> <p>Level 1</p>	<p>Viana WINDFALL Basic Attack</p> <p>For each Hit of +, 1 friendly Hero gains 1.</p> <p> 5 + 1 5</p> <p>Level 2</p>
<p>Viana HIGH COST OF LIVING</p> <p>Discard any number of from Viana, deal 1 enemy Hero within 2 zones that much damage. If this KO's a Hero, draw 1 Tide Card.</p> <p>Level 1</p> <p> 4</p>	<p>Viana HIGH COST OF LIVING</p> <p>Discard any number of from Viana, deal 1 enemy Hero within 2 zones that much damage +2. If this KO's a Hero, draw 1 Tide Card.</p> <p>Level 2</p>



<p>Don Santiago FISH GUTTER</p> <p>Basic Attack If Santiago has 8 or more damage, Hits of + deal 2 damage.</p> <p> 4 + 1 5</p>	<p>Don Santiago FISH GUTTER</p> <p>Basic Attack If Santiago has 8 or more damage, Hits of + deal 2 damage.</p> <p> 4 + 1 5</p>
<p>Don Santiago REEL 'EM IN!</p> <p><i>May be used as a Basic Attack.</i> May prioritize Heroes. If this Hits an enemy Hero, you may place them in any legal zone within 1 of Santiago.</p> <p> 1 + 3 3</p>	<p>Don Santiago REEL 'EM IN!</p> <p><i>May be used as a Basic Attack.</i> May prioritize Heroes. If this Hits an enemy Hero, you may place them in any legal zone within 1 of Santiago.</p> <p> 1 + 3 3</p>
<p>Don Santiago WHIRLWIND</p> <p>Targets all zones in range (roll separately for each zone).</p> <p> 4 + 1 3</p>	<p>Don Santiago WHIRLWIND</p> <p>Targets all zones in range (roll separately for each zone). Discard 3 . This attack gains +1 range.</p> <p> 4 + 1 3</p>



<p>El Latigo PRESSGANG</p> <p>Basic Attack</p> <p>If this attack KO'd any Deckhands, deploy 1 Deckhand into a zone containing Crew.</p> <p>3 + 1 </p>	<p>El Latigo PRESSGANG</p> <p>Basic Attack</p> <p>For each enemy KO'd by this attack, deploy 1 Deckhand in a zone containing Crew.</p> <p>4 + 1 </p>
<p>El Latigo TRY HARDER!</p> <p><i>May be used as a Basic Attack.</i></p> <p>Target 1 zone within 3 containing friendly Crew. All Crew in that zone immediately attack. KO 1 Crew in that zone for each Miss.</p> <p></p>	<p>El Latigo TRY HARDER!</p> <p><i>May be used as a Basic Attack.</i></p> <p>Target 1 zone within 3 containing friendly Crew. All Crew in that zone immediately attack. You may add up to 3 dice to their total attacks. KO 1 Crew in that zone for each Miss.</p>
<p>El Latigo THOSE BE MINE!</p> <p>No effect until Leveled Up.</p> <p></p>	<p>El Latigo THOSE BE MINE!</p> <p>When an enemy Hero would gain from KO'ing friendly Crew. That enemy Hero must suffer 1 damage per gained, or give that to 1 friendly Hero (of your choosing). Flip this skill to Level 1.</p>





Captain

Ironclaw
The Heart of Greed

HEART RIPPER
Basic Attack

ALL DEBTS REPAID 3

AVARICE'S REWARD 3

10

<p>Ironclaw HEART RIPPER Lv.1</p> <p>Basic Attack</p> <p>If a Hits a Hero, Ironclaw may discard 2 to deal that Hero 3 additional damage.</p> <p> 4 + 1 5</p>	<p>Ironclaw HEART RIPPER Lv.2</p> <p>Basic Attack</p> <p>If any dice Hit a Hero, Ironclaw may discard 2 to deal that Hero 3 additional damage.</p> <p> 4 + 1</p>
<p>Ironclaw ALL DEBTS REPAID Lv.1</p> <p>1 enemy Hero suffers BLEED and BLIND. They may discard 2 per Condition to prevent that Condition. For each Condition prevented, Ironclaw gains 2 .</p> <p> 4</p>	<p>Ironclaw ALL DEBTS REPAID Lv.2</p> <p>1 enemy Hero suffers BLEED, BLIND, and SILENCE. They may discard 2 per Condition to prevent that Condition. For each Condition prevented, Ironclaw gains 2 .</p>
<p>Ironclaw AVARICE'S REWARD Lv.1</p> <p>1 enemy Hero suffers 3 damage. They may discard up to 3 to prevent that much damage. If they do, draw 1 Tide Card.</p> <p> 4</p>	<p>Ironclaw AVARICE'S REWARD Lv.2</p> <p>1 enemy Hero suffers 5 damage. They may discard up to 3 to prevent that much damage. If they do, draw 1 Tide Card.</p>

Captain

Don Juan
Hopeless Romantic



UNREPENTANT

Basic Attack

SEDUCTION

3

CHARMING LIES

Once during his activation, Don Juan may steal 2 from an enemy Hero within 1 zone. That enemy Hero suffers STUN.

10

<p>Don Juan UNREPENTANT</p> <p>Basic Attack</p> <p>Discard 1 before rolling: Hits cause BLIND.</p> <p>4 + 1 = 4</p> <p>Lv.1</p>	<p>Don Juan UNREPENTANT</p> <p>Basic Attack</p> <p>Discard 1 before rolling: Hits cause BLIND.</p> <p>Discard 1 before rolling: Hits cause SILENCE.</p> <p>4 + 1 = 4</p> <p>Lv.2</p>
<p>Don Juan SEDUCTION</p> <p>Target 1 enemy Hero within 2 zones. Move them up to 2 zones toward Don Juan (they may not end farther from Don Juan than they began).</p> <p>4</p> <p>Lv.1</p>	<p>Don Juan SEDUCTION</p> <p>Target 1 enemy Hero within 4 zones. Move them up to 2 zones toward Don Juan (they may not end farther from Don Juan than they began).</p> <p>4</p> <p>Lv.2</p>



<p>Felicia HATEFUL BLOWS Lv.1</p> <p>Basic Attack</p> <p>Before rolling, Felicia may suffer 3 damage to gain +1 to Hit.</p> <p>4 + + 1 </p>	<p>Felicia HATEFUL BLOWS Lv.2</p> <p>Basic Attack</p> <p>Before rolling, Felicia may suffer 4 damage to gain +2 dice and +1 to Hit.</p> <p>4 + + 1 </p>
<p>Felicia YOU WILL PAY! Lv.1</p> <p>Discard any number of : This attack gains that many additional dice. Heal Felicia 1 per Hit.</p> <p>2 + + 1 </p>	<p>Felicia YOU WILL PAY! Lv.2</p> <p>Discard any number of : This attack gains that many additional dice. Heal Felicia 1 per Hit.</p> <p>3 + + 1 </p>
<p>Felicia UNRELENTING ANGER Lv.1</p> <p>If Felicia has 8 or more damage, Hits deal 3 damage.</p> <p>2 + + 1 </p>	<p>Felicia UNRELENTING ANGER Lv.2</p> <p>If Felicia has 8 or more damage, Hits deal 3 damage. Gains +1 die for every 3 damage on Felicia.</p> <p>2 + + 1 </p>



Gunner

Cabo Morales
Chain-Gunner

CHAIN FIRE
Basic Attack

DEADLY PAYLOAD
0

AMMO BELT
Each time Morales attacks, he may discard 3 . If he does, roll a die. Add that many dice to this attack.

<p>Cabo Morales CHAIN FIRE Basic Attack</p> <p>May prioritize Heroes.</p> <p>3 + + 2 3</p> <p>Lv.1</p>	<p>Cabo Morales CHAIN FIRE Basic Attack</p> <p>May prioritize Heroes. Discard 2 after rolling: re-roll any Misses.</p> <p>4 + + 2</p> <p>Lv.2</p>
<p>Cabo Morales DEADLY PAYLOAD</p> <p>No effect until Leveled Up.</p> <p> 3</p> <p>Lv.1</p>	<p>Cabo Morales DEADLY PAYLOAD</p> <p>When Morales attacks.</p> <p>Hits of + deal 2 damage this attack. Morales suffers 1 damage per Miss. Flip this skill to Level 1.</p> <p>Lv.2</p>

Swashbuckler

Renaldo
The Bardic Blade

8

SINGING BLADES
Basic Attack

AND NOW, A SONG...
3

...AND THE FINALE!
3

<p>Renaldo SINGING BLADES <i>Basic Attack</i></p> <p>Heal Renaldo up to 1 for every rolled.</p> <p> 4 + 1 4</p> <p>Lv.1</p>	<p>Renaldo SINGING BLADES <i>Basic Attack</i></p> <p>Heal Renaldo up to 1 for every + rolled.</p> <p> 5 + 1</p> <p>Lv.2</p>
<p>Renaldo ...AND THE FINALE!</p> <p>Hits deal 3 damage. Make this attack against all enemy Heroes with 5 or more damage, regardless of range. (Roll once for all Heroes).</p> <p> 1 + *</p> <p>Lv.1</p>	<p>Renaldo ...AND THE FINALE!</p> <p>Hits deal 4 damage. Make this attack against all enemy Heroes with 5 or more damage, regardless of range. (Roll once for all Heroes).</p> <p> 1 + *</p> <p>Lv.2</p>
<p>Renaldo AND NOW, A SONG...</p> <p>Roll a die. This attack rolls that many dice. Make this attack against all enemy Heroes in range. (Roll once for all Heroes).</p> <p> * + 1 4</p> <p>Lv.1</p>	<p>Renaldo AND NOW, A SONG...</p> <p>Roll a die. This attack rolls that many dice +2. Make this attack against all enemy Heroes in range. (Roll once for all Heroes).</p> <p> * + 2 4</p> <p>Lv.2</p>

The Crew

DECKHANDS

Gains +1 To Hit if there is a Bosun in this zone.

1
 +
 1

BOSUN

2
 +
 1

DECK GUN

Unlimited Range
Cannot damage Deck Features.

4
 +
 *

Bosun

LOOT AND PLUNDER

Bosun Upgrade

When Crew in this zone attack,
for every Hit of , 1 friendly Hero gains 1 .

2
 +
 1

Deck Gun

EXTRA POWDER

Bosun Upgrade

Unlimited Range.
Cannot damage Deck Features.

4
 +
 *



AMMO RESERVES
Upgrade Deck Gun



WHEEL
Draw 3 Tide Cards



RIGGING LINE
1 Hero moves up to 5 zones.



CAPTAIN'S LOOT

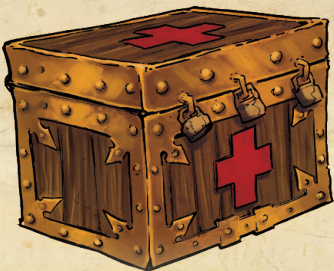


ARMORY
Upgrade Bosuns



Med Crate

Friendly Turn.



Remove up to 3 Damage and all Condition tokens from 1 friendly Hero.

Roll the Bones

After an enemy Hero attacks.



That Hero must re-roll all Hits.

Parrlay!

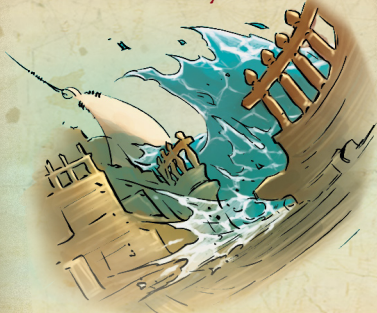
When a friendly Hero suffers damage.



Prevent all damage done to that Hero.

Broadside Barrage

Friendly Turn.



Make the following attack on any zone:



Daring Leap

When a friendly Hero makes a Rigging Check.



That Hero passes this Rigging Check on a +

Rum

Friendly Turn.



1 friendly Hero gains 3

Heatstroke

When an enemy Hero activates.



That Hero suffers STUN.

Pick up the Slack!

Friendly Turn.



Target 1 Zone.
All friendly Crew in that zone immediately activate.

Sudden Tidal Wave

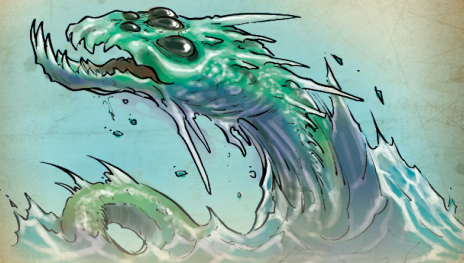
Anytime.



Target 1 Gangplank.
KO all Crew in that zone. Roll a die for each Hero in that zone, knocking them Overboard on a +.

Sea Monster Attack!

Start of Turn, instead of activating a Hero/Crew.



Deploy 1 Sea Monster, and then immediately activate that Sea Monster.

Time is Money

Friendly Turn.



1 friendly Hero immediately gains 4 , but suffers STUN at the end of this activation.

Extortion

When an enemy Hero gains





Opponent chooses: 1 of your friendly Heros gains that instead, or that enemy Hero suffers 2 damage per gained.

Extortion

When an enemy Hero gains 



Opponent chooses:


1 of your friendly Heros gains that  instead, or that enemy Hero suffers 2 damage per  gained.



Price of Failure

When an enemy Hero attacks.




That Hero suffers BLIND.
1 friendly Hero gains 1  per Miss rolled this attack.



Price of Failure

When an enemy Hero attacks.




That Hero suffers BLIND.
1 friendly Hero gains 1  per Miss rolled this attack.



Overload Cannons

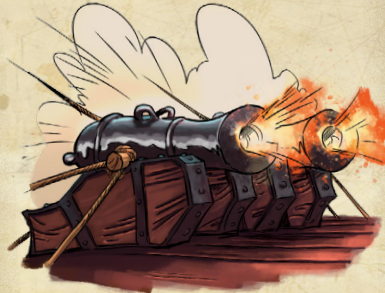
When your Deck Gun fires.




Discard up to 4  from any friendly Heroes. This Deck Gun attack gains that many dice.

Overload Cannons

When your Deck Gun fires.




Discard up to 4  from any friendly Heroes. This Deck Gun attack gains that many dice.

Fortune's Favor

When a friendly Hero attacks.




That Hero gains 1  per Hit this attack.



Fortune's Favor

When a friendly Hero attacks.





That Hero gains 1  per Hit this attack.



Payoff

When enemy Crew attack.





Discard any amount of  from any friendly Heroes. For every 2  discarded, 1 zone of enemy Crew do not attack this turn.



Payoff

When enemy Crew attack.




Discard any amount of  from any friendly Heroes. For every 2  discarded, 1 zone of enemy Crew do not attack this turn.



Avarice Shot

When an enemy Hero is damaged by a friendly Hero.




That Hero suffers 1 additional damage for every 2  they possess.



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When an enemy Hero is damaged by a friendly Hero.




That Hero suffers 1 additional damage for every 2  they possess.



Share the Wealth

When a friendly Hero gains .




1 other friendly Hero may gain that much  as well.

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When a friendly Hero gains .




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Extra Incentive

When friendly Crew attack.




Discard up to 4  from any friendly Heroes. Add that many dice to those Crew's total attack.



Extra Incentive

When friendly Crew attack.




Discard up to 4  from any friendly Heroes. Add that many dice to those Crew's total attack.



Cost of Greed


When an enemy Hero gains .




Opponent chooses:
1 of your friendly Heros gains that  instead, or 1 friendly Hero immediately moves up to 2 zones and makes 1 Basic Attack.



Cost of Greed

When an enemy Hero gains .




Opponent chooses:
1 of your friendly Heros gains that  instead, or 1 friendly Hero immediately moves up to 2 zones and makes 1 Basic Attack.



Time is Money

Friendly Turn.



1 friendly Hero immediately gains 4 , but suffers STUN at the end of this activation.