


SPANISH GALLEON **18**



SHIP


REDUCE DAMAGE DEALT TO THIS CARD BY 1.
INCREASE DAMAGE DEALT BY ALL SHIPS AND CREW BY 1.

AT THE START OF THE ENVIRONMENT TURN, SHUFFLE THE ENVIRONMENT TRASH INTO THE DECK AND REVEAL THE NEXT CREW, PUT IT INTO PLAY, DISCARD THE REST.

THE ATRAGUE SEÑORITA WAS ENORMOUS. FOR EVERY CREWMAN THAT BOARDED THE CUTLASS AND WAS SUBDUED AND RESTRAINED, ANOTHER TOOK ITS PLACE.



SPANISH GUNBOAT **13**



SHIP

REDUCE DAMAGE DEALT TO THIS CARD BY 1.


AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE (H) MINUS 1 NON-SHIP, NON-CREW TARGETS WITH THE HIGHEST HP 4 PROJECTILE DAMAGE EACH.

DESTROY 1 ONGOING CARD BELONGING TO EACH HERO THAT TAKES DAMAGE IN THIS WAY.

THE AGUA ENSENGRENTADA APPEARED FROM BEHIND AN ATOLL. THE STRONGEST SHIP IN LA FLOTA, IT WAS LADEN WITH CANNONS AND MANNED BY A RUTHLESS, CAPABLE CREW.



SPANISH CRUISER **11**



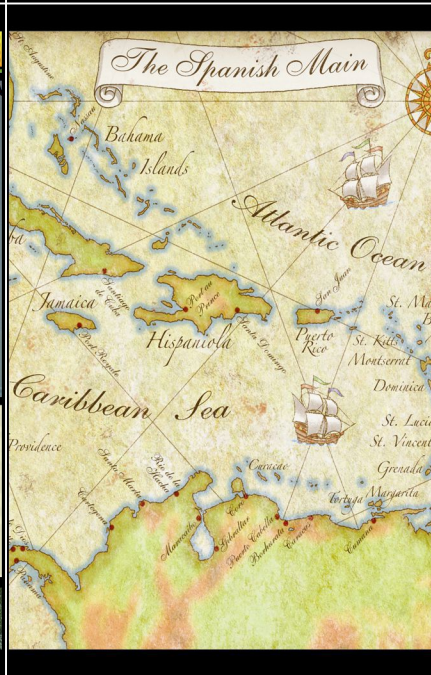
SHIP

REDUCE DAMAGE DEALT TO THIS CARD BY 1.


AT THE START OF THE ENVIRONMENT TURN, THIS CARD DEALS THE NON-SHIP, NON-CREW TARGET WITH THE SECOND LOWEST HP 3 PROJECTILE DAMAGE.

AT THE END OF THE ENVIRONMENT TURN, PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

THE VUELO ANGUILA WAS SPOTTED ON THE HORIZON FROM STARBURN AFT. THE NEXT THING YOU KNEW, IT WAS RIGHT IN THE WAKE OF THE COMMANDEERED PIRATE SHIP.



BLOCKADE



EACH TURN, IF A PLAYER PLAYS A HERO CARD DURING THEIR PLAY PHASE, THAT HERO MAY NOT USE A POWER DURING THEIR POWER PHASE.

AT THE START OF THE ENVIRONMENT TURN, IF NO SHIPS ARE IN PLAY, DESTROY THIS CARD.

THE CUTLASS WAS SURROUNDED BY CLIPPERS. IT WAS ALL THE HEROES COULD DO TO KEEP THE NAVY FROM ANNIHILATING THEM. OPTIONS WERE RUNNING THIN.

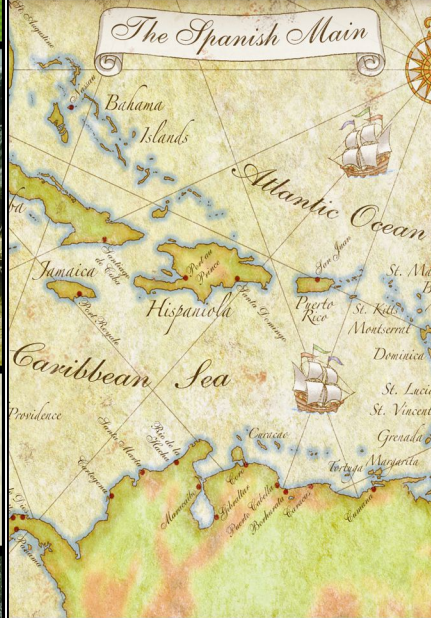


FORT EL DORADO



INCREASE ALL DAMAGE DEALT BY 1.
 REDUCE DAMAGE DEALT TO SHIPS AND CREW BY 1.
 AT THE END OF THE ENVIRONMENT TURN, EACH PLAYER MAY DISCARD 1 CARD TO DRAW A CARD.

TRADE WAS GOOD AT THE PORT TOWN BUT THE SPANISH HAD DEFENSIVE STRUCTURES AND STRATEGIC POSITIONS FROM WHICH TO CONDUCT THEIR ASSAULT.



GOODS SEIZURE



AT THE END OF THE ENVIRONMENT TURN, REVEAL THE TOP CARD OF EACH HERO DECK AND PUT THEM UNDER THIS CARD.
 AT THE START OF THE ENVIRONMENT TURN, IF NO SHIPS ARE IN PLAY, DESTROY THIS CARD. WHEN THIS CARD IS DESTROYED, MOVE ALL CARDS UNDER IT INTO THE APPROPRIATE TRASH.

"WELCOME TO THE CARIBBEAN. PLEASE REPORT DIRECTLY TO THE CUSTOMS & TARIFFS OFFICE."
 - FIRST CONTACT WITH THE ARMADA



DUELIST

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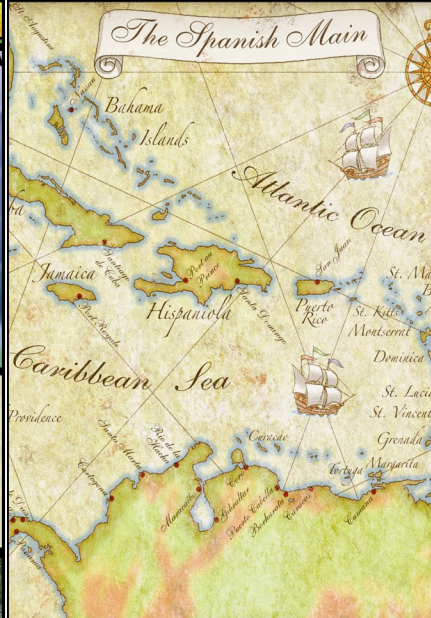


CREW

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE NON-SHIP NON-CREW TARGET WITH THE SECOND HIGHEST HP 2 PROJECTILE DAMAGE.

THE FIRST TIME EACH TARGET DEALS DAMAGE TO THIS CARD EACH TURN, THIS CARD DEALS THAT TARGET 3 MELEE DAMAGE.

"¡LADRONES! USTED TIENE EL HONOR DE MORIR A MANOS DE MARCO DEL REINO. ABANDONA, Y USTED PUEDE HACER PIVOTAR DE VERGÜENZA."



ARTILLERYMAN

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CREW

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE NON-SHIP, NON-CREW TARGET WITH THE LOWEST HP 3 PROJECTILE DAMAGE.

AT THE START OF THE ENVIRONMENT TURN, THIS CARD DESTROYS THE PIRATE TARGET WITH THE LOWEST HP.

"ELLOS NO SE PARECEN A LOS PIRATAS QUE HE VISTO NUNCA. PERO VOY A TOMAR NINGÚN RIESGO. MUERTE A TODOS LOS QUE DESAFIAN ESPAÑA."



ARMADA



WHEN THIS CARD ENTERS PLAY, REVEAL THE TOP 4 CARDS OF THE ENVIRONMENT DECK. PUT ALL REVEALED SHIPS AND CREW INTO PLAY. DISCARD THE OTHER REVEALED CARDS. PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

AT THE END OF THE ENVIRONMENT TURN, DESTROY THIS CARD.

"SIR, I THINK THEY ARE NOT FIGHTING US."
"THESE WATERS BELONG TO SPAIN. WE HAVE TAXES, FOOD, AND GOODS TO DEFEND. FIRE UPON ANY TRESPASSERS."



INTERNATIONAL WATERS



AT THE END OF THE ENVIRONMENT TURN, PLAY THE TOP CARD OF THE VILLAIN DECK.

AT THE START OF THE ENVIRONMENT TURN, IF THERE ARE ANY SHIPS IN PLAY, DESTROY THIS CARD.

"WITHOUT A GOVERNMENT TO OPPOSE HIM, OUR NEMESIS WILL EASILY REACH HIS GOAL."
"YOU MEAN, 'EXCEPT FOR THESE NAVY SHIPS,' RIGHT?"



TREASURE ISLAND



WHEN THIS CARD ENTERS PLAY, REVEAL CARDS FROM THE TOP OF THE ENVIRONMENT DECK UNTIL 4 MINUS 2 PIRATES ARE REVEALED, PUT THEM INTO PLAY AND DISCARD THE REST.

INCREASE DAMAGE DEALT BY ALL PIRATES BY 2.

AT THE START OF THE ENVIRONMENT TURN, EACH PLAYER MAY PUT 1 EQUIPMENT CARD FROM THEIR TRASH INTO PLAY. THEN, IF NO PIRATES ARE IN PLAY, DESTROY THIS CARD.

AS THEY NEARED THE PIRATES' REFUGE, THE CAPTIVES EXPLODED WITH RAGE AND DEFIANCE. SEVERAL MADE ANOTHER ATTEMPT TO RETAKE THE *CUTLASS EN MASSE*.



WALK THE PLANK

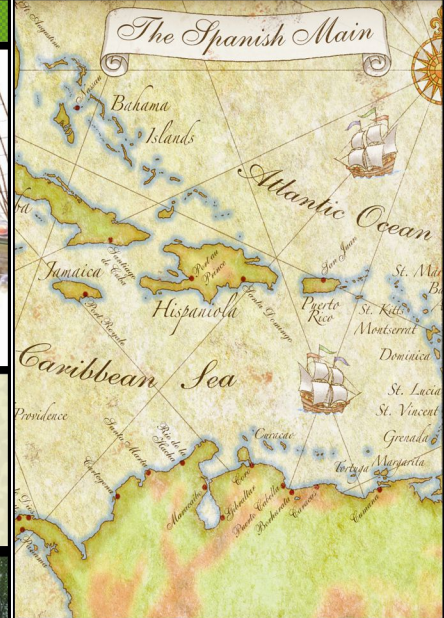


WHEN THIS CARD ENTERS PLAY, THE VILLAIN WITH THE HIGHEST HP DEALS THE HERO CHARACTER WITH THE HIGHEST HP 3 PROJECTILE DAMAGE.

THAT HERO CANNOT USE POWERS UNTIL THE START OF THE NEXT ENVIRONMENT TURN.

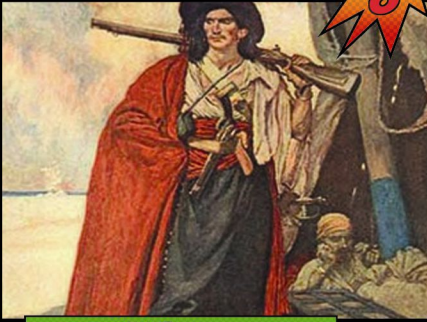
AT THE END OF THE ENVIRONMENT TURN, DESTROY THIS CARD.

"NOT THIS SCHTICK AGAIN."
- UNITY



PONCIO THE PINCHER

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PIRATE

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE HERO WITH THE MOST EQUIPMENT IN PLAY 2 MELEE DAMAGE, THEN DESTROYS X OF THAT HERO'S EQUIPMENT CARDS, WHERE X = THE AMOUNT OF DAMAGE DEALT IN THIS WAY.

"A PIRATE IS A PIRATE FOR LIFE. THESE INTERLOPERS MIGHT HAVE CONTROL OF OUR SHIP BUT THEY BRING WITH THEM MARVELOUS BOOTY. IT SHALL BE MINE."



SILVERTOOTH SOTO

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PIRATE

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE NON-PIRATE TARGET WITH THE SECOND LOWEST HP 3 PROJECTILE DAMAGE, THEN DEALS THE NON-PIRATE TARGET WITH THE LOWEST HP 2 MELEE DAMAGE.

"THE CUTLASS WILL NEVER OBEY ANOTHER MASTER. TAKE YOUR EYES OFF ME FOR AN INSTANT AND I WILL PERSONALLY KILL YOU TO THE LAST."



ONE-LEG POWDER-KEG

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PIRATE

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS ALL NON-PIRATE TARGETS 2 FIRE DAMAGE EACH.

THE CRIPPLED PIRATE FIRED ONE SHOT INTO A BARREL OF BLACK POWDER AND CAUGHT THE ENTIRE SHIP ON FIRE. AS FOR THE REST, HE TURNED A CANNON ON THEM.

