

Whistler's Luck

35

7

8

Nominal

3 2

2 2

0 to 5

6 to 8

DANGER

1 1

1 2

Fear 'n Faith

25

3

5

Nominal

2 1

2 2

0 to 3

4 to 5

DANGER

1 1

0 1

Money Pit

25

3

5

Nominal

2 2

1 2

0 to 3

4 to 5

DANGER

1 1

0 1

Dreamer's Way

35

7

8

Nominal

3 2

2 2

0 to 5

6 to 8

DANGER

1 1

1 1

Moore Trouble

25

3

5

Nominal

2 1

2 2

0 to 3

4 to 5

DANGER

1 1

0 1

Inside Out

25

3

5

Nominal

2 2

1 2

0 to 3

4 to 5

DANGER

1 1

0 1

Campeche

Campeche

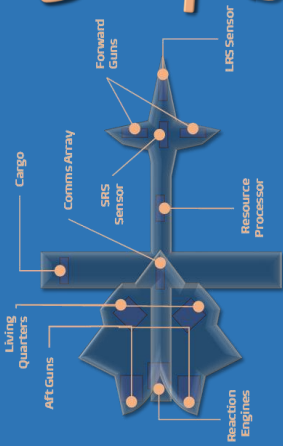
Bataria

Bataria

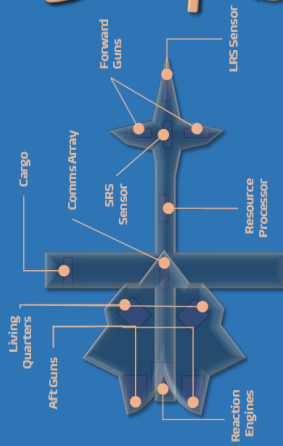
Bataria

Bataria

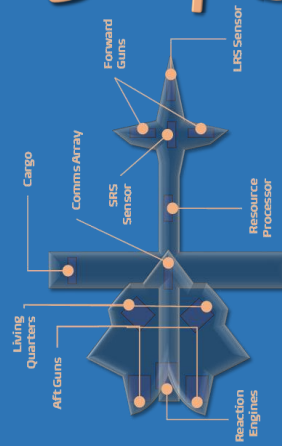
Ships



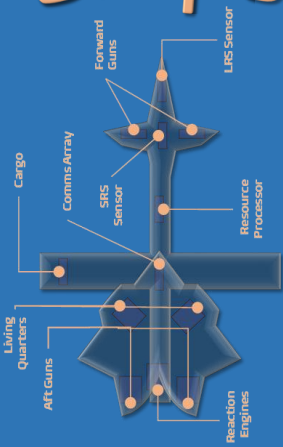
Ships



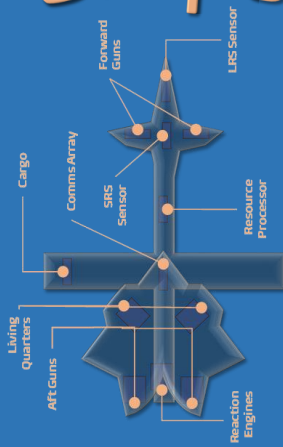
Ships



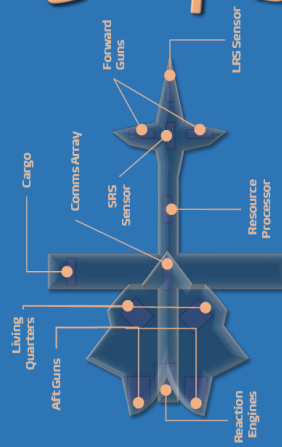
Ships



Ships



Ships



Here be



Clues

Here be



Clues

Here be



Clues

Here be



Clues

Here be



Clues

Here be



Clues

Nebulazer

35

7

8

Nominal

3 2

2 2

0 to 5

6 to 8

DANGER

1 1

1 2

Pieces of Ship

25

3

5

Nominal

2 2

1 2

0 to 3

4 to 5

DANGER

1 1

0 1

Nebula Russian

25

3

5

Nominal

2 2

1 2

0 to 3

4 to 5

DANGER

1 1

0 1

Taj Mahauler

35

7

8

Nominal

3 2

2 2

0 to 5

6 to 8

DANGER

1 1

1 2

Aye Patch

25

3

5

Nominal

2 2

1 2

0 to 3

4 to 5

DANGER

1 1

0 1

Arrrrrrgue

25

3

5

Nominal

2 2

1 2

0 to 3

4 to 5

DANGER

1 1

0 1

Cluebacca

Cluebacca

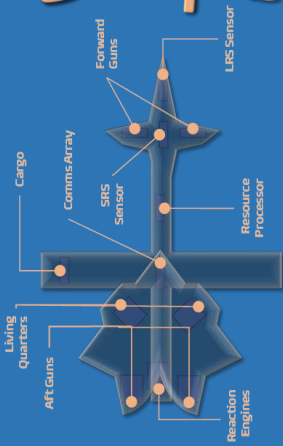
Cluebacca

Cluebacca

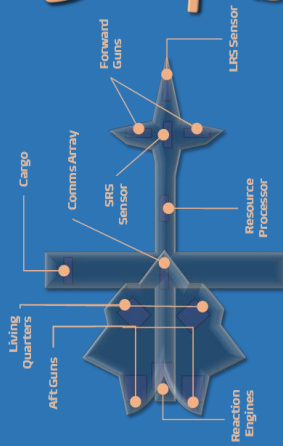
Campeche

Campeche

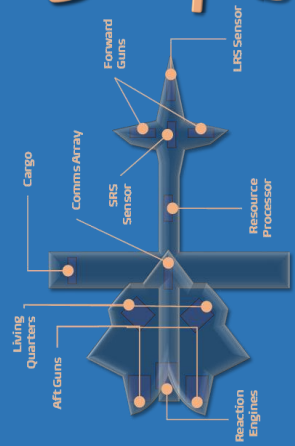
Ships



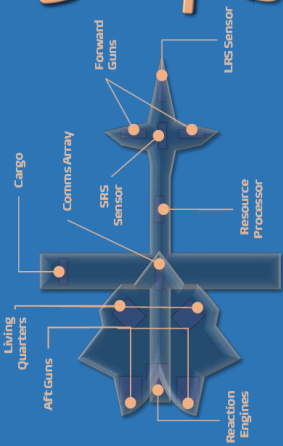
Ships



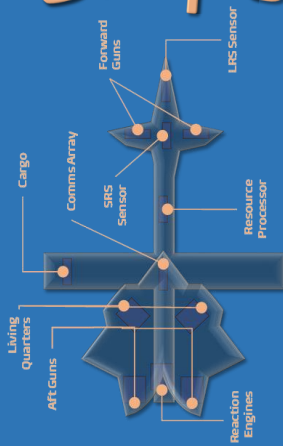
Ships



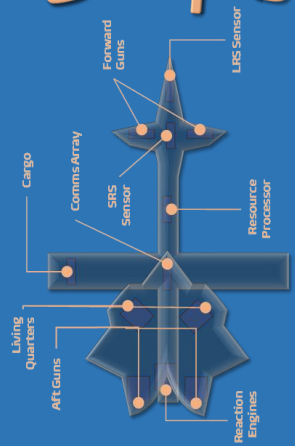
Ships



Ships



Ships



Here be



Clues

Here be



Clues

Here be



Clues

Here be



Clues

Here be



Clues

Here be



Clues

Loco Motives



35



7



8

Nominal

3	2	2	2
2			

0 to 5

6 to 8

DANGER

1	1	1	2
1			

Space Cadet



25



3



5

Nominal

2	2	1	2
1			

0 to 3

4 to 5

DANGER

1	0	0	1
1			

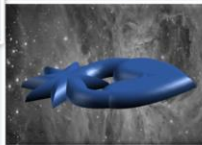
Anything Goes



25



3



5

Nominal

2	1	1	2
2			

0 to 3

4 to 5

DANGER

1	0	0	1
1			

Spacer's Delight



30



5



6

Nominal

2	1	2	2
2			

0 to 4

5 to 6

DANGER

1	0	0	1
2			

Argo All In



30



5



6

Nominal

2	2	2	2
1			

0 to 4

5 to 6

DANGER

2	0	0	1
1			

Bullship



30



5



6

Nominal

1	2	2	2
2			

0 to 4

5 to 6

DANGER

1	1	0	1
1			

Norman

Norman

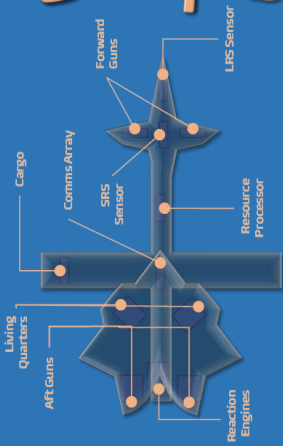
Hai Tac

Hai Tac

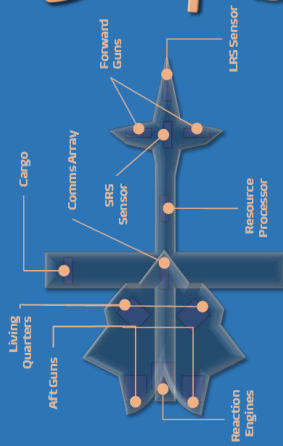
Hai Tac

Hai Tac

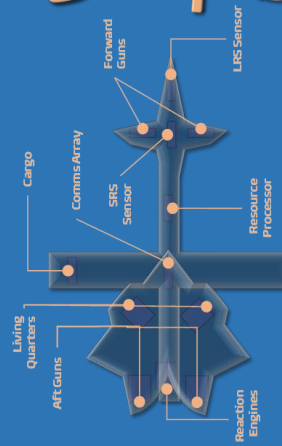
Ships



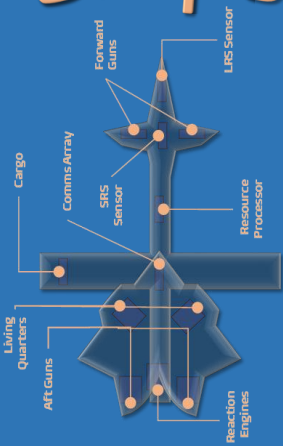
Ships



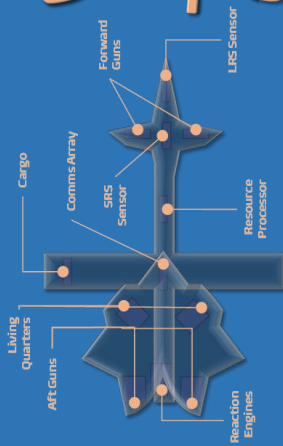
Ships



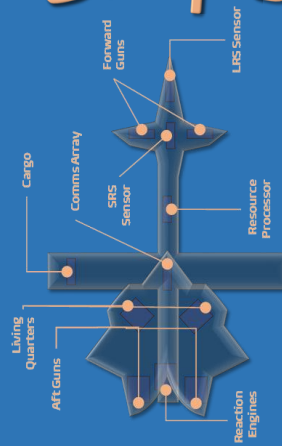
Ships



Ships



Ships



Here be



Clues

Here be



Clues

Here be



Clues

Here be



Clues

Here be



Clues

Here be



Clues

Goin' 4 Broke

30

5

6

Nominal

2 2 1 2 2

0 to 4

5 to 6

DANGER

1 1 0 1 1

Ease Dead Gem

30

5

6

Nominal

2 2 2 1 2

0 to 4

5 to 6

DANGER

1 1 1 0 1

Ship Ahoy!

Ship Ahoy!

Ship Ahoy!

Ship Ahoy!

Okraoak

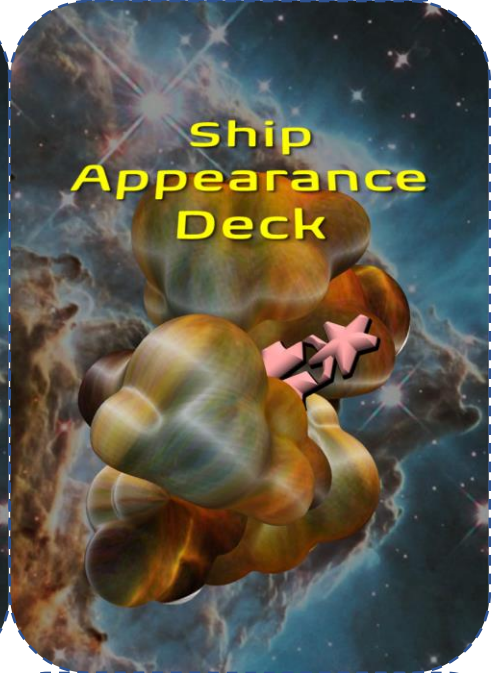
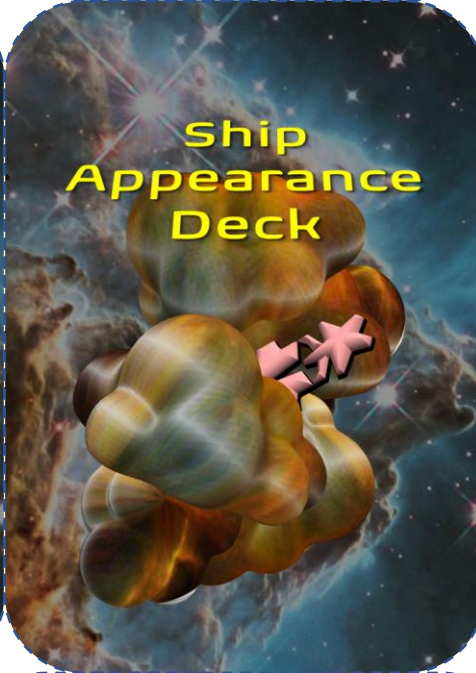
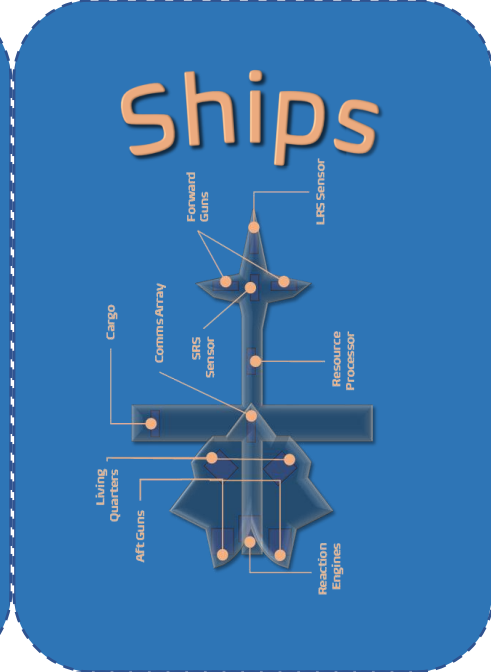
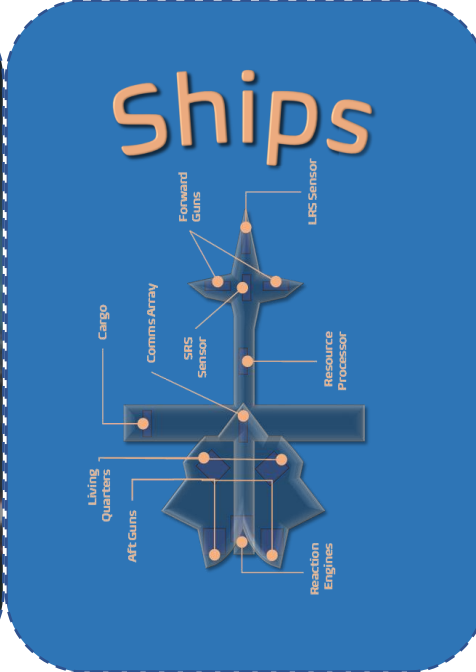
Okraoak

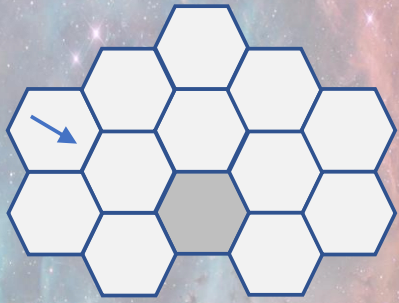
Okraoak

Okraoak

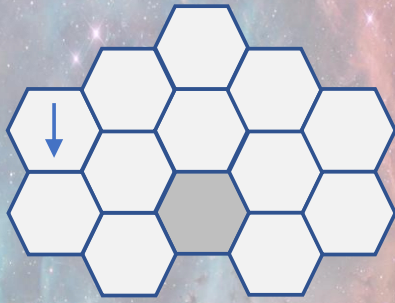
Norman

Norman

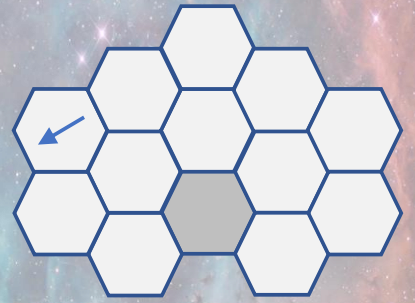




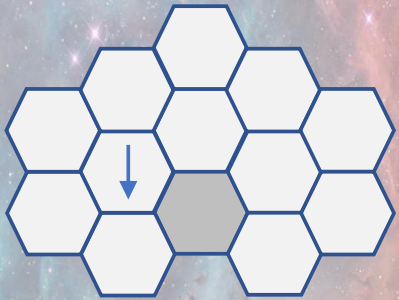
Ship Ahoy!



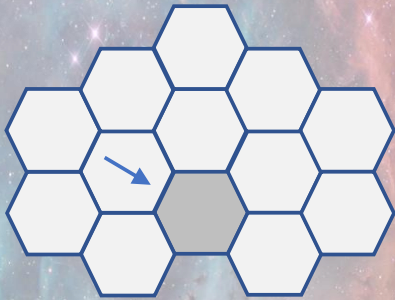
Ship Ahoy!



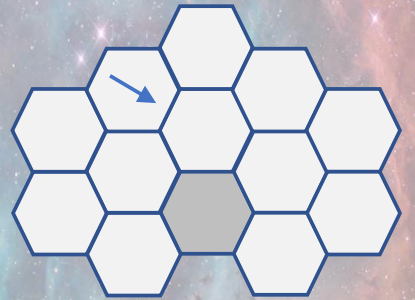
Ship Ahoy!



Ship Ahoy!



Ship Ahoy!



Ship Ahoy!

Tortuga

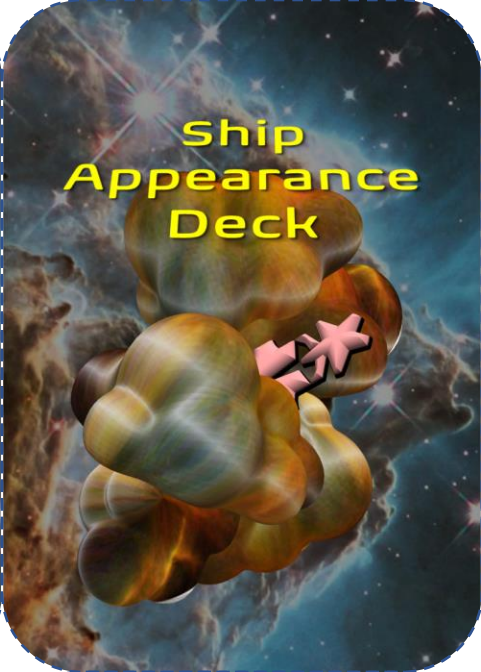
Tortuga

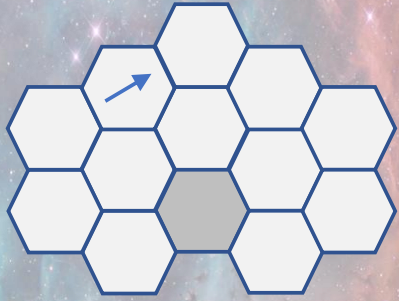
Portroyale

Portroyale

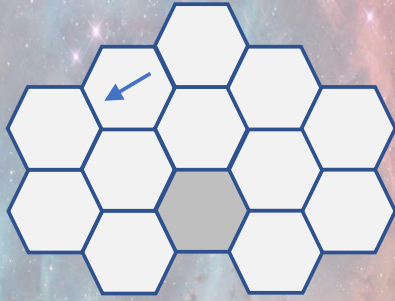
Portroyale

Portroyale

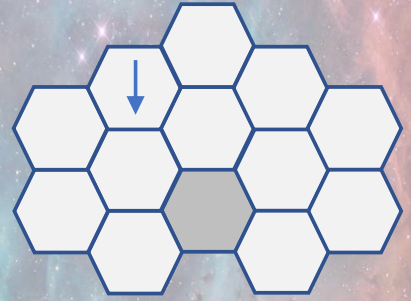




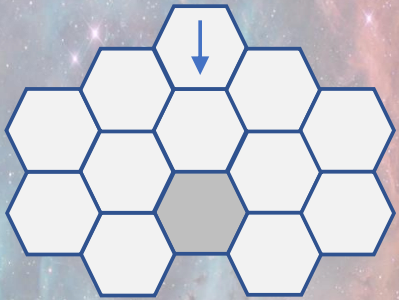
Ship Ahoy!



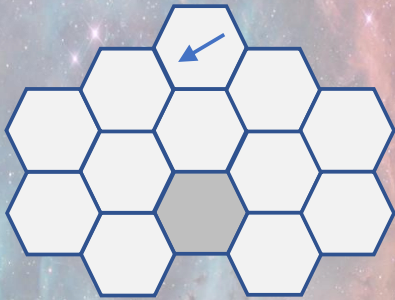
Ship Ahoy!



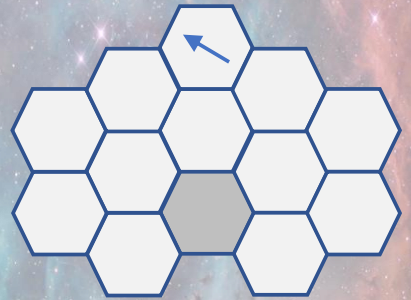
Ship Ahoy!



Ship Ahoy!



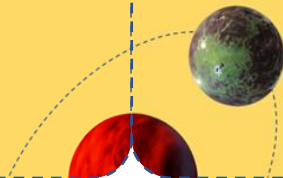
Ship Ahoy!



Ship Ahoy!

Tortuga

Tortuga

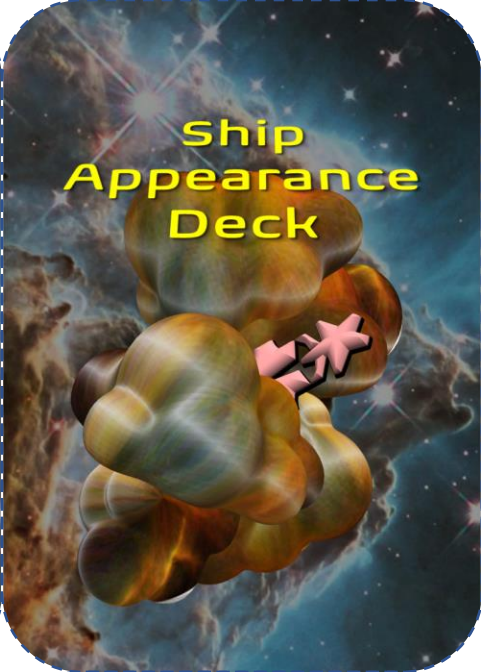


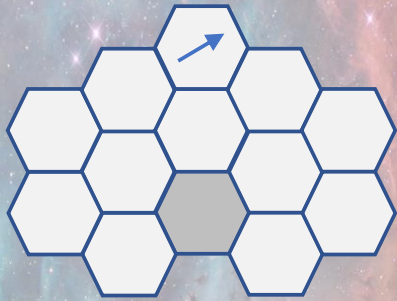
YOU HAVE NO CLUE

YOU HAVE NO CLUE

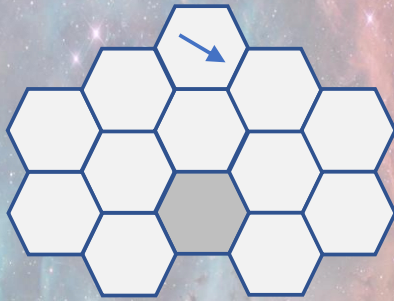
YOU HAVE NO CLUE

YOU HAVE NO CLUE

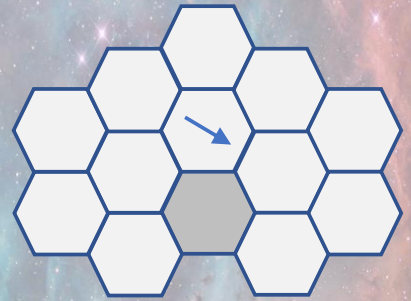




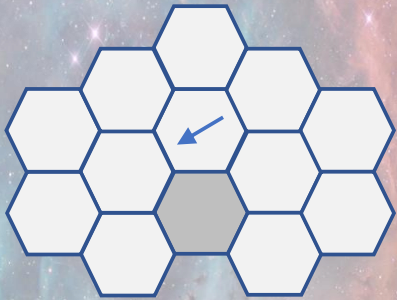
Ship Ahoy!



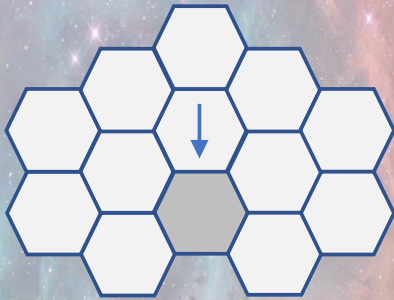
Ship Ahoy!



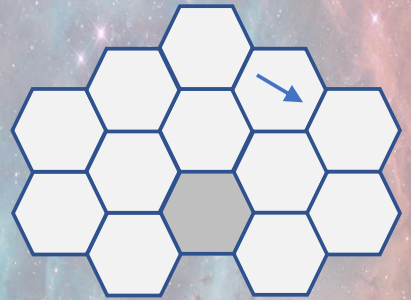
Ship Ahoy!



Ship Ahoy!



Ship Ahoy!



Ship Ahoy!

Legendary Captain

Marshall
Fillbait



His Ship's
Systems
always work
as
undamaged,
no matter the
Ship Damage
or what
Befalls his ship



Legendary Captain

'Bloody'
Mary



Favorite
hobbies are
inflicting ship
damage and
cat juggling.



Legendary Captain

Drake
Morgan



A quarter
Pirate on his
mother's side.

When played
on a ship,
draw a
Treasure Map
clue.



Legendary Captain

'Nut'
Meg



Her alignment
is Chaotic
Crazy.

For ship
movement,
draw Ship
Appear. card &
turn in arrow's
heading.



**Ship
Appearance
Deck**

**Ship
Appearance
Deck**

**Ship
Appearance
Deck**

**Ship
Appearance
Deck**

**Ship
Appearance
Deck**

**Ship
Appearance
Deck**

Befallen



Befallen

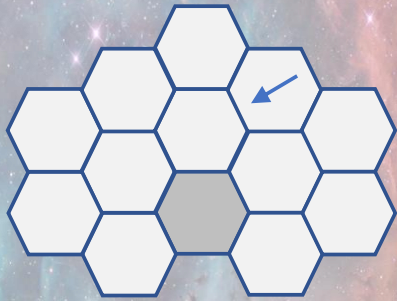


Befallen

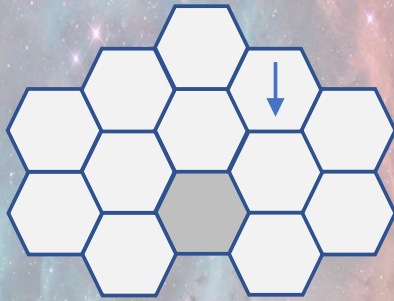


Befallen

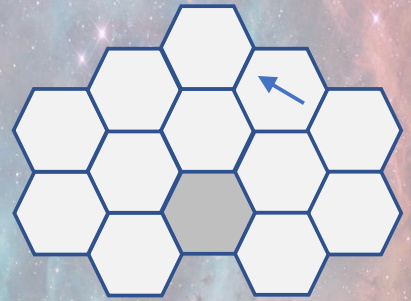




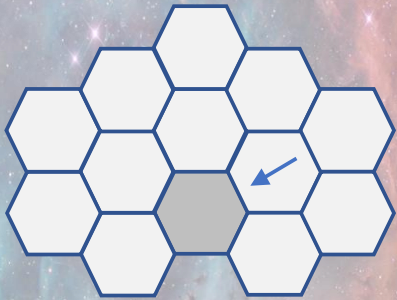
Ship Ahoy!



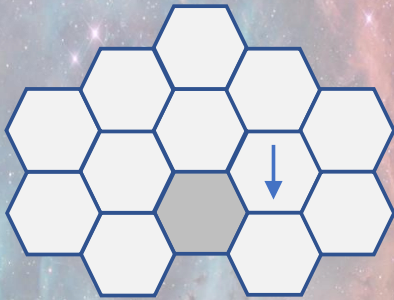
Ship Ahoy!



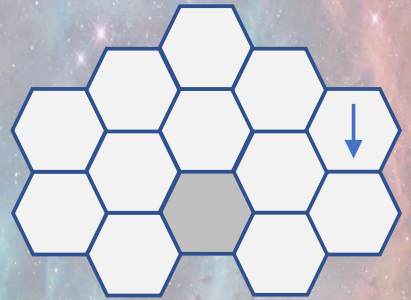
Ship Ahoy!



Ship Ahoy!



Ship Ahoy!



Ship Ahoy!

Legendary Captain

Sedusa



Her beguiling charm guarantees discounts of -2 on any purchase or repairs at TPs.

2

Legendary Captain

Dawn Breaker



Pay 15 to a player sharing her ship's LRS. That player must reveal their Treasure Map clues to her guild.

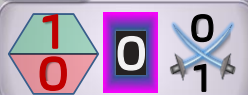
2

Legendary Captain

Justin Case



When his Ship requires a Ship Appearance Card draw, he draws 2 cards and chooses one for his Ship's placement.



Scanning Error!!



Whatever ye thought be there, ain't

Place a Wasteland token on any LRS Hex

Play at any time

**Ship
Appearance
Deck**

**Ship
Appearance
Deck**

**Ship
Appearance
Deck**

**Ship
Appearance
Deck**

**Ship
Appearance
Deck**

**Ship
Appearance
Deck**

Befallen



Befallen

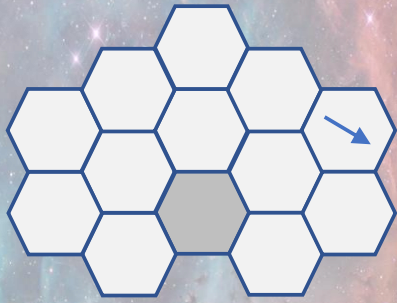


Befallen

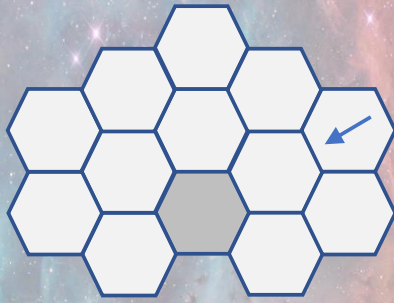


Befallen

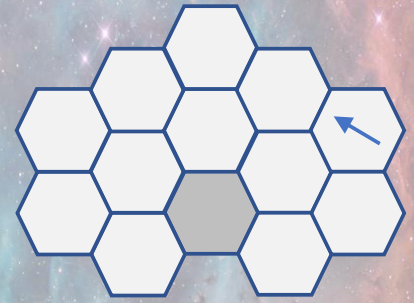




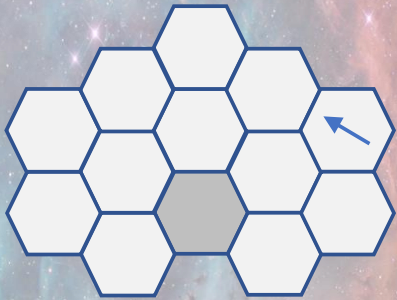
Ship Ahoy!



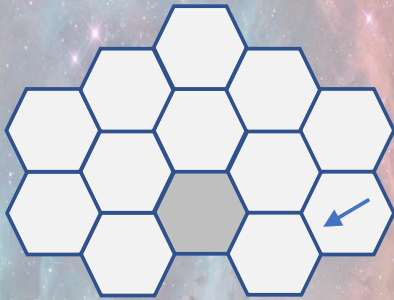
Ship Ahoy!



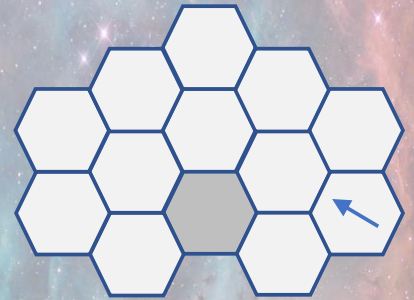
Ship Ahoy!



Ship Ahoy!



Ship Ahoy!



Ship Ahoy!

Scanning Error!!



Whatever ye thought be there, ain't

Place a Wasteland token on any LRS Hex

Play at any time

Cheaters be Winners



Ye can use one Gem in any combat as ye would Resources. Ship using Gem receives 1 Damage



Play during Combat

Bad Luck be Befallin' Ye



Player must discard 2 Befallen Cards

Play at any time

Bailing Wire 'n Duct Tape



Repair up to 2 points of Damage on any Ship

Play at any time

**Ship
Appearance
Deck**

**Ship
Appearance
Deck**

**Ship
Appearance
Deck**

**Ship
Appearance
Deck**

**Ship
Appearance
Deck**

**Ship
Appearance
Deck**

Befallen



Befallen



Befallen



Befallen



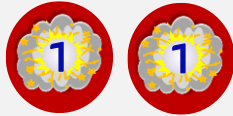
Bailing Wire 'n Duct Tape



Repair up to 2 points of Damage on any Ship

Play at any time

Inflct 2 Ship Damage



Play on any 1 Ship

Play at any time

Loose lips sinks ye hopes 'n dreams



A player must discard a Clue from their Stash to the Rumor Mill

Play at any time

Loose lips sinks ye hopes 'n dreams



A player must discard a Clue from their Stash to the Rumor Mill

Play at any time

Me Lucky Day!



Draw a Treasure Map clue at random from another player

Play at any time

Ye password can't be 'password'!!



A player must reveal their Treasure Map Stash to all players

Play at any time

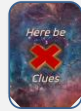
Ye lost *WHAT?*



A player must randomly return one of their Treasure Clues from their Stash back to the Deck and then shuffle the Treasure Map deck

Play at any time

Me Lucky Day!



Draw a Treasure Map clue at random from another player

Play at any time

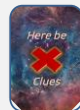
That be clean livin'!!



Draw a Treasure Map Clue

Play at any time

Scuttlebutt!!



Draw a Treasure Map Clue and place it in the Rumor Mill

Play at any time

Me ears just popped!!



Guild Manifest failure
Guild randomly discards half the Cards in their Manifest (round down)

Play at any time

Fire as She-Bears!!



Play an extra card during any combat (defense or offense)

Play before the end of combat

Fire as She-Bears!!



Play an extra card during any combat (defense or offense)

Play before the end of combat

Fire as She-Bears!!



Play an extra card during any combat (defense or offense)

Play before the end of combat

Fire as She-Bears!!



Play an extra card during any combat (defense or offense)

Play before the end of combat

Fire as She-Bears!!



Play an extra card during any combat (defense or offense)

Play before the end of combat

Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Fire as She-Bears!!



Play an extra card during any combat (defense or offense)
Play before the end of combat

Fire as She-Bears!!



Play an extra card during any combat (defense or offense)
Play before the end of combat

Fire as She-Bears!!



Play an extra card during any combat (defense or offense)
Play before the end of combat

A Glitch be in the Matrix



Player discards all hexes shown & redraws
Ships in those hexes are returned to their card
Play on any LRS before a Player's Movement

A Glitch be in the Matrix



Player discards all hexes shown & redraws
Ships in those hexes are returned to their card
Play on any LRS before a Player's Movement

A Glitch be in the Matrix



Player discards all hexes shown & redraws
Ships in those hexes are returned to their card
Play on any LRS before a Player's Movement

Booty Galore!!



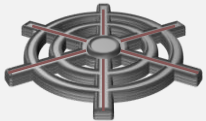
Play 2 SRS Cards in each SRS slot
Play prior to setting SRS Display

Booty Galore!!



Play 2 SRS Cards in each SRS slot
Play prior to setting SRS Display

Sail Sail Sail!!



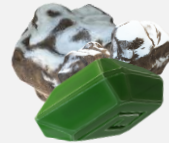
Befallen Cards cost 7
Ship Repairs cost 7
Play at a TP

Sail Sail Sail!!



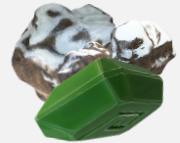
Befallen Cards cost 7
Ship Repairs cost 7
Play at a TP

Pack 'em in



Discard this Card to skip the Discard Phase of your Guild's Turn
Play prior to or at Discard Phase

Pack 'em in



Discard this Card to skip the Discard Phase of your Guild's Turn
Play prior to or at Discard Phase

X

All that be here
Is dust in The Neb

X

X

All that be here
Is dust in The Neb

X

X

All that be here
Is dust in The Neb

X

X

All that be here
Is dust in The Neb

X

Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



Befallen



SRS

1

SRS

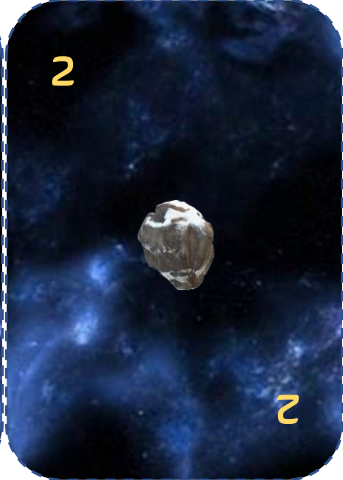
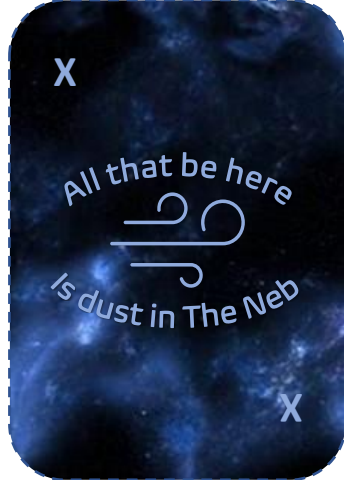
1

SRS

1

SRS

1



SRS

1

SRS

1

SRS

1

SRS

1

SRS

1

SRS

1

SRS

1

SRS

1

SRS

1

2

SRS

1

2

SRS

1

2

SRS

1

2

SRS

1

2

SRS

1

2

SRS

1

2

SRS

1

2



SRS

1
2

SRS

1
2

SRS

1
2

SRS

1
2

SRS

1
2

SRS

1
2

SRS

1
2

SRS

1
2

SRS

1
2
3

SRS

1
2
3

SRS

1
2

SRS

1
2

SRS

1
2
3

SRS

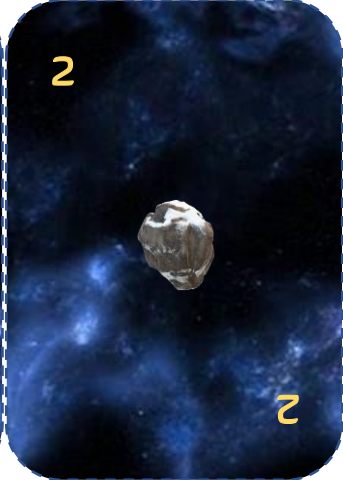
1
2
3

SRS

1
2
3

SRS

1
2
3



SRS

1
2
3

SRS

1
2
3

SRS

1
2
3

SRS

1
2
3

SRS

1
2
3

SRS

1
2
3

SRS

1
2
3

SRS

1
2
3

SRS

1
2
3

SRS

1
2
3

SRS

1
2
3

SRS

1
2
3

SRS

1
2
3

SRS

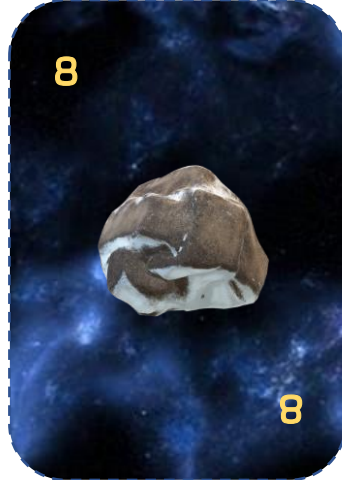
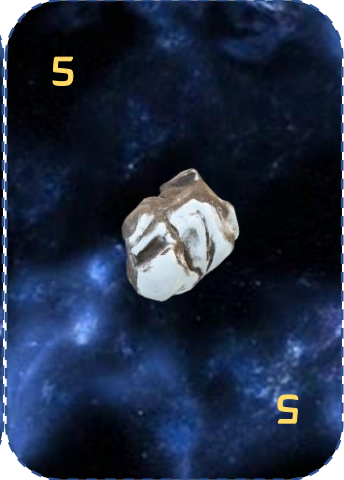
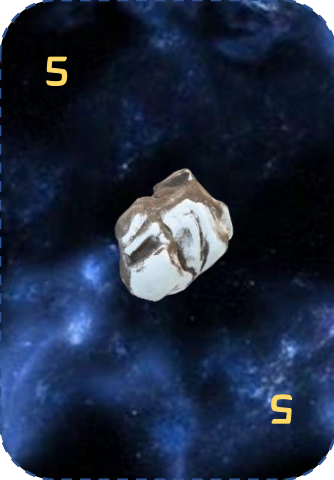
1
2
3

SRS

1
2
3

SRS

1
2
3



SRS

2
3

SRS

2
3

SRS

2
3

SRS

2
3

SRS

2
3

SRS

2
3

SRS

2
3

SRS

2
3

SRS

2
3

SRS

2
3

SRS

2
3

SRS

2
3

SRS

2
3

SRS

2
3


SRS

2
3

SRS

2
3

9



6

11



LL

15



Jade



Gems be only used
for purchases at
TPs



SL

Gem
Gale



2 Damage

Gem
Gale



2 Damage

X

All that be here
Is dust in The Neb



X

3



E

7



L

8



8

8



8

9



6

9



6

11



LL

11



LL

13



EL

13



EL

SRS

2
3

SRS

2
3

SRS

2
3

SRS

2
3

SRS

3

SRS

3

SRS

3

SRS

2
3

SRS

3

SRS

3

SRS

3

SRS

3

SRS

3

SRS

3

SRS

3

SRS

3

15 
Jade



 Gems be only used
 fer purchases at
 TPs 
 SL





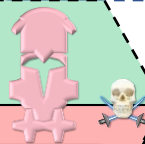

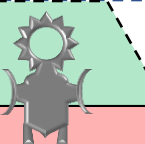





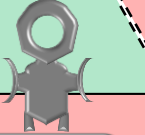





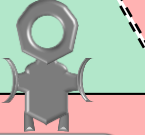
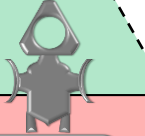
20 
Ruby

 Gems be only used
 fer purchases at
 TPs 
 OZ

25 
Diamond

 Gems be only used
 fer purchases at
 TPs 
 SZ

Anti-Matter

 **Damage**

 Moore Trouble	 Nebulazer	 Loco Motives	 Whistler's Luck	 Taj Mahauler	 Ease Dead Gem	 Argo AllIn
 Dreamer's Way	 Nebula Russian	 Anything Goes	 Money Pit	 Arrrrrrgue	 Spacer's Delight	
 Inside Out	 Pieces of Ship	 Space Cadet	 Fear 'n Faith	 Aye Patch	 Goin' 4 Broke	
					 Bullship	

Wasteland
 SRS: 0



Wasteland
 SRS: 0



SRS

3

SRS

3

SRS

3

SRS

3

 Argo All In	 Ease Dead Gem	 Taj Mahauler	 Whistler's Luck	 Loco Motives	 Moore Trouble
 Spacer's Delight	 Goin' Broke	 Arrrrrrgue	 Money Pit	 Anything Goes	 Dreamer's Way
 Bullship	 Aye Patch	 Fear 'n Faith	 Space Cadet	 Nebula Russian	 Inside Out
				 Pieces of Ship	

Wasteland

SRS: 0

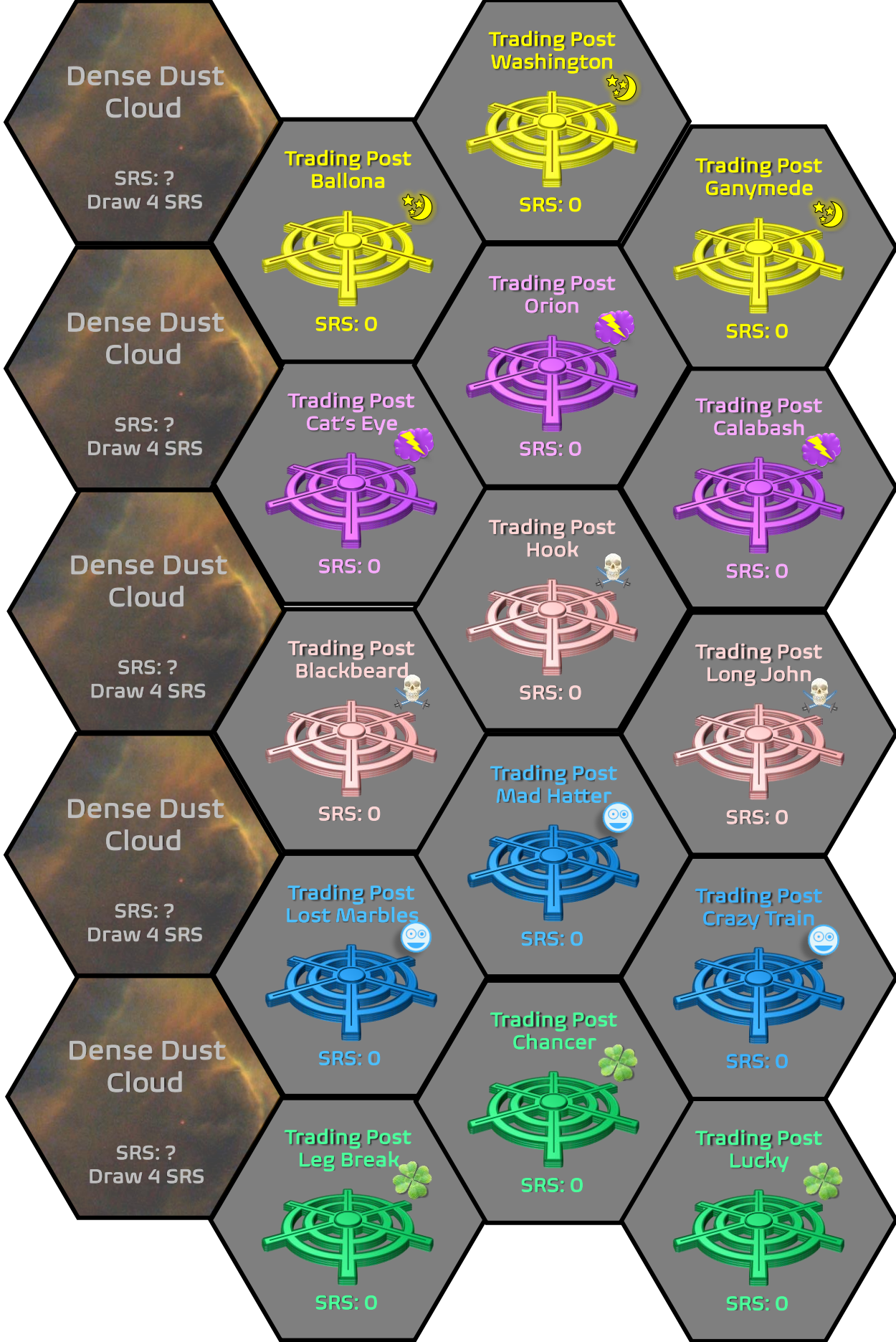


Wasteland

SRS: 0







Dense Dust Cloud

SRS: ?
Draw 4 SRS

Trading Post
Ballona



SRS: 0

Trading Post
Washington



SRS: 0

Trading Post
Ganymede



SRS: 0

Dense Dust Cloud

SRS: ?
Draw 4 SRS

Trading Post
Cat's Eye



SRS: 0

Trading Post
Orion



SRS: 0

Trading Post
Calabash

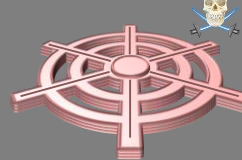


SRS: 0

Dense Dust Cloud

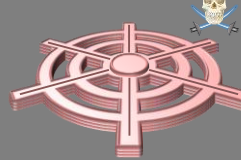
SRS: ?
Draw 4 SRS

Trading Post
Blackbeard



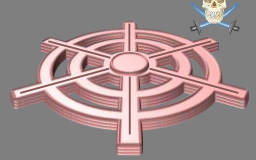
SRS: 0

Trading Post
Hook



SRS: 0

Trading Post
Long John



SRS: 0

Dense Dust Cloud

SRS: ?
Draw 4 SRS

Trading Post
Lost Marbles



SRS: 0

Trading Post
Mad Hatter



SRS: 0

Trading Post
Crazy Train



SRS: 0

Dense Dust Cloud

SRS: ?
Draw 4 SRS

Trading Post
Leg Break



SRS: 0

Trading Post
Chancer

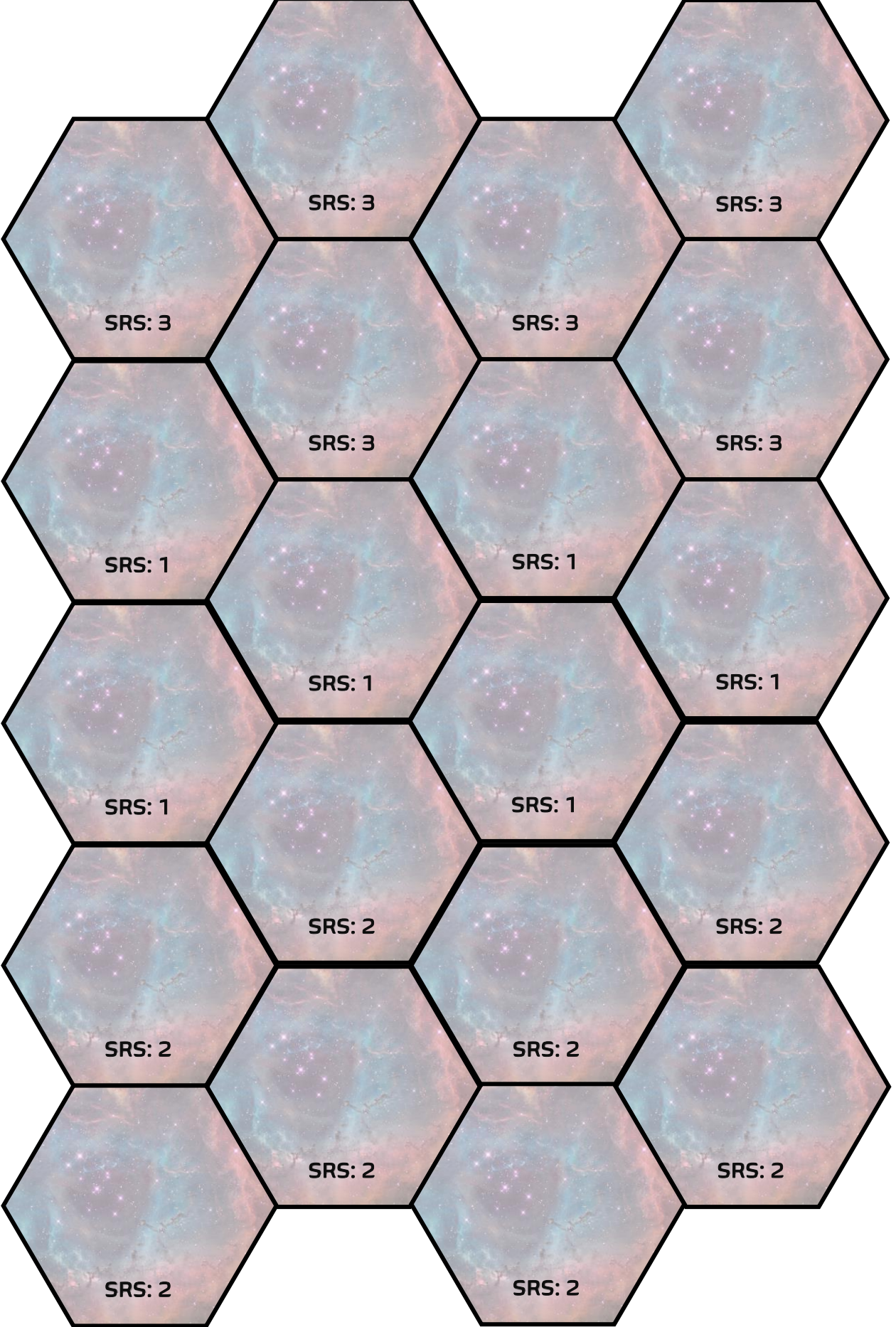


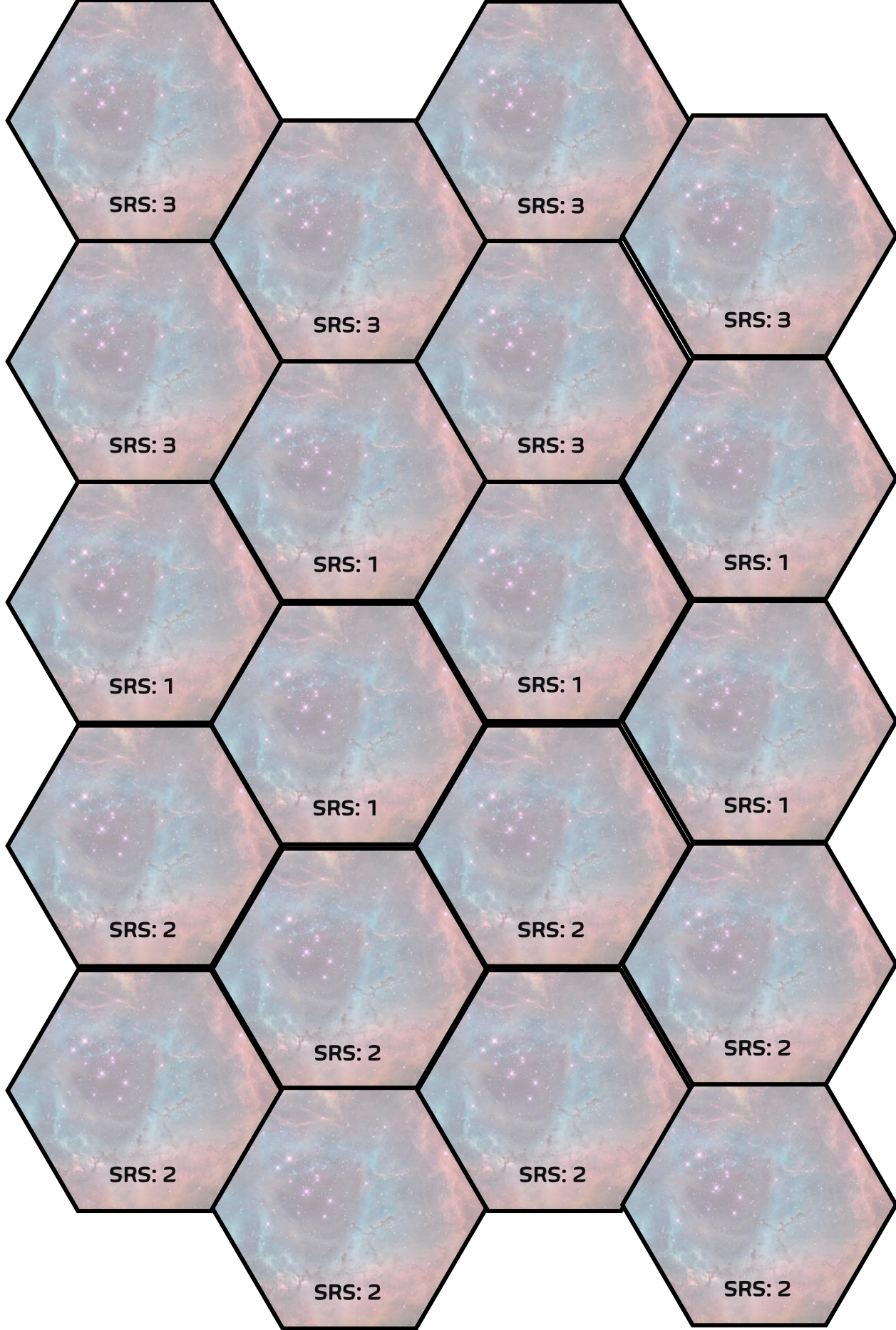
SRS: 0

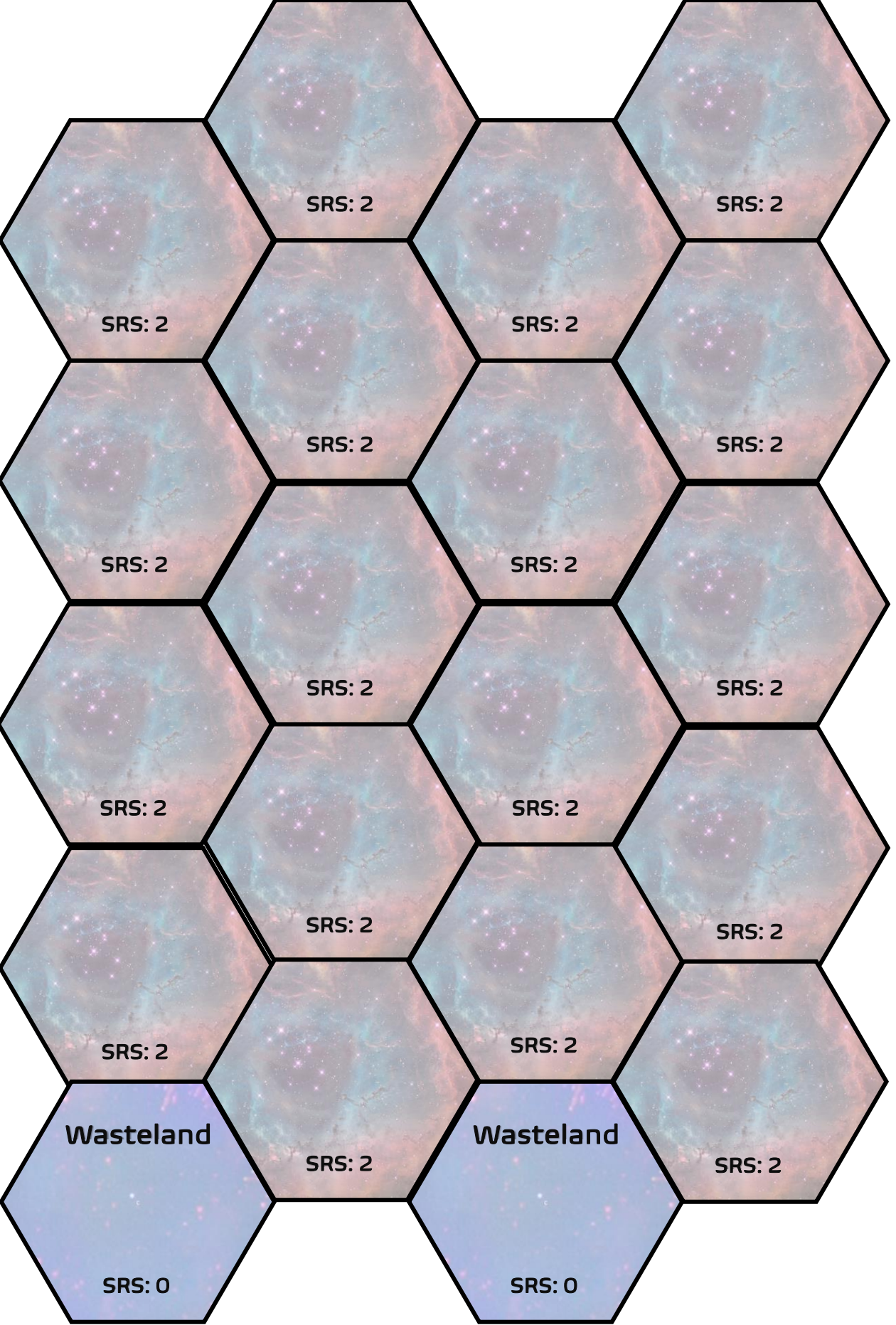
Trading Post
Lucky

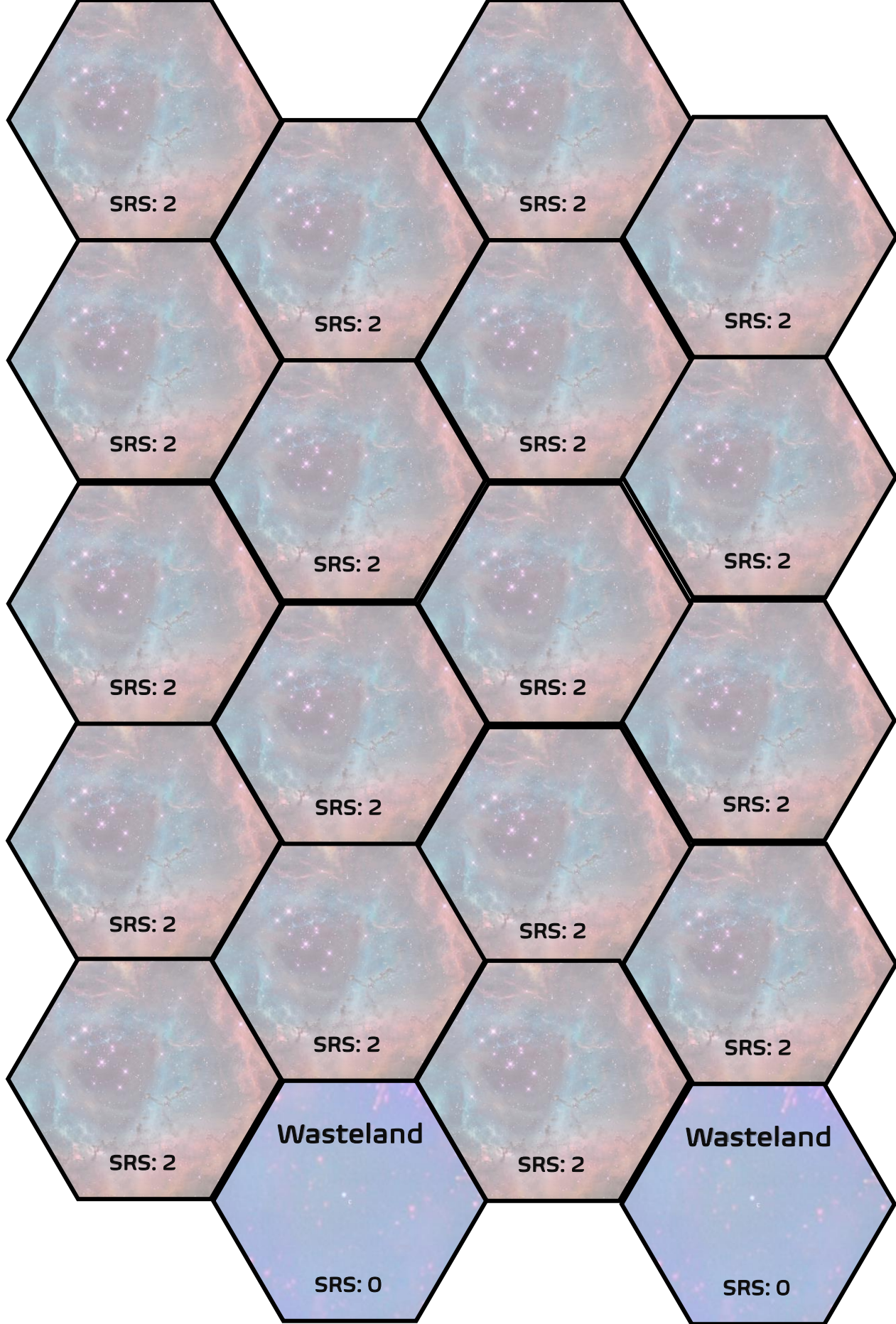


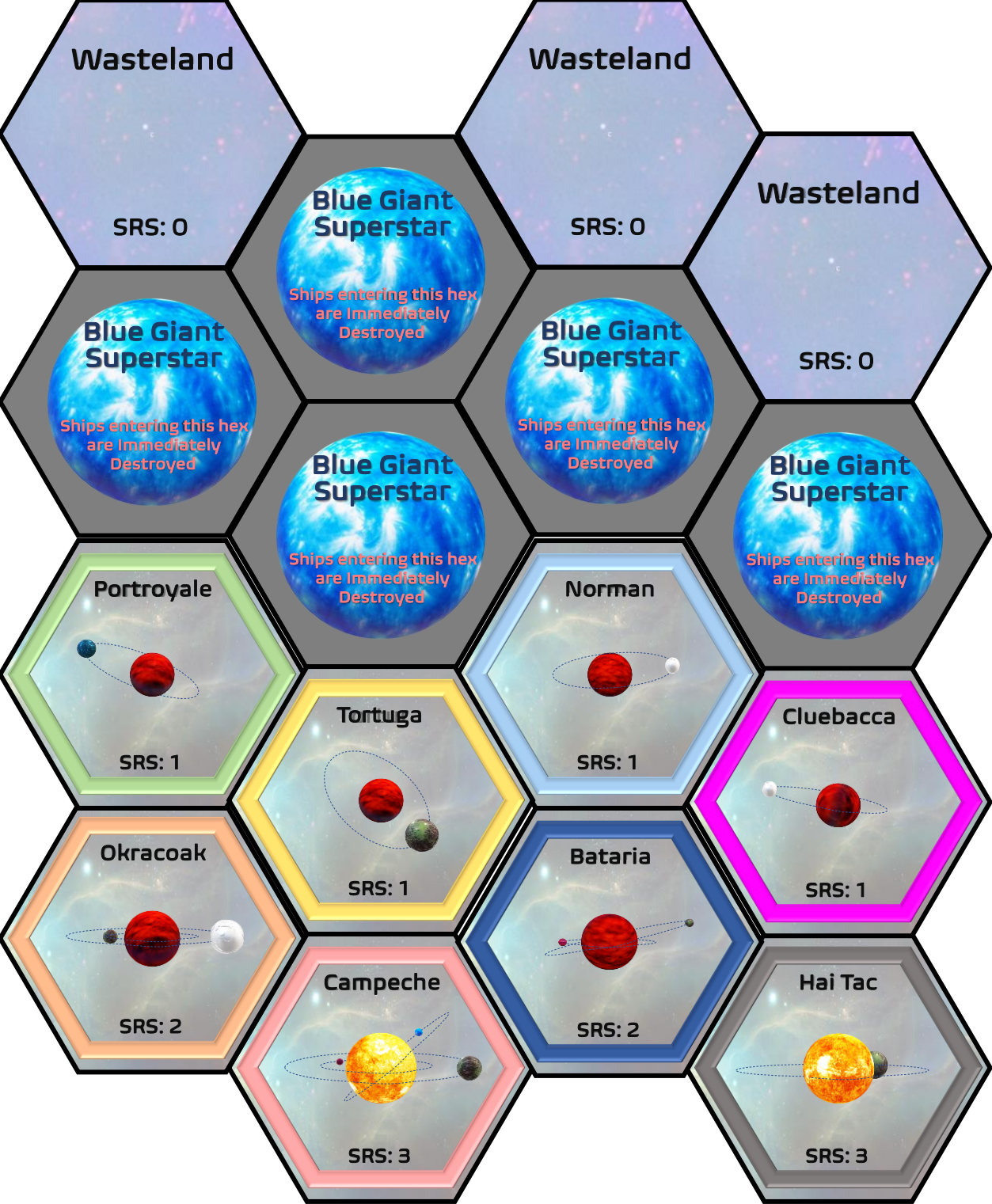
SRS: 0

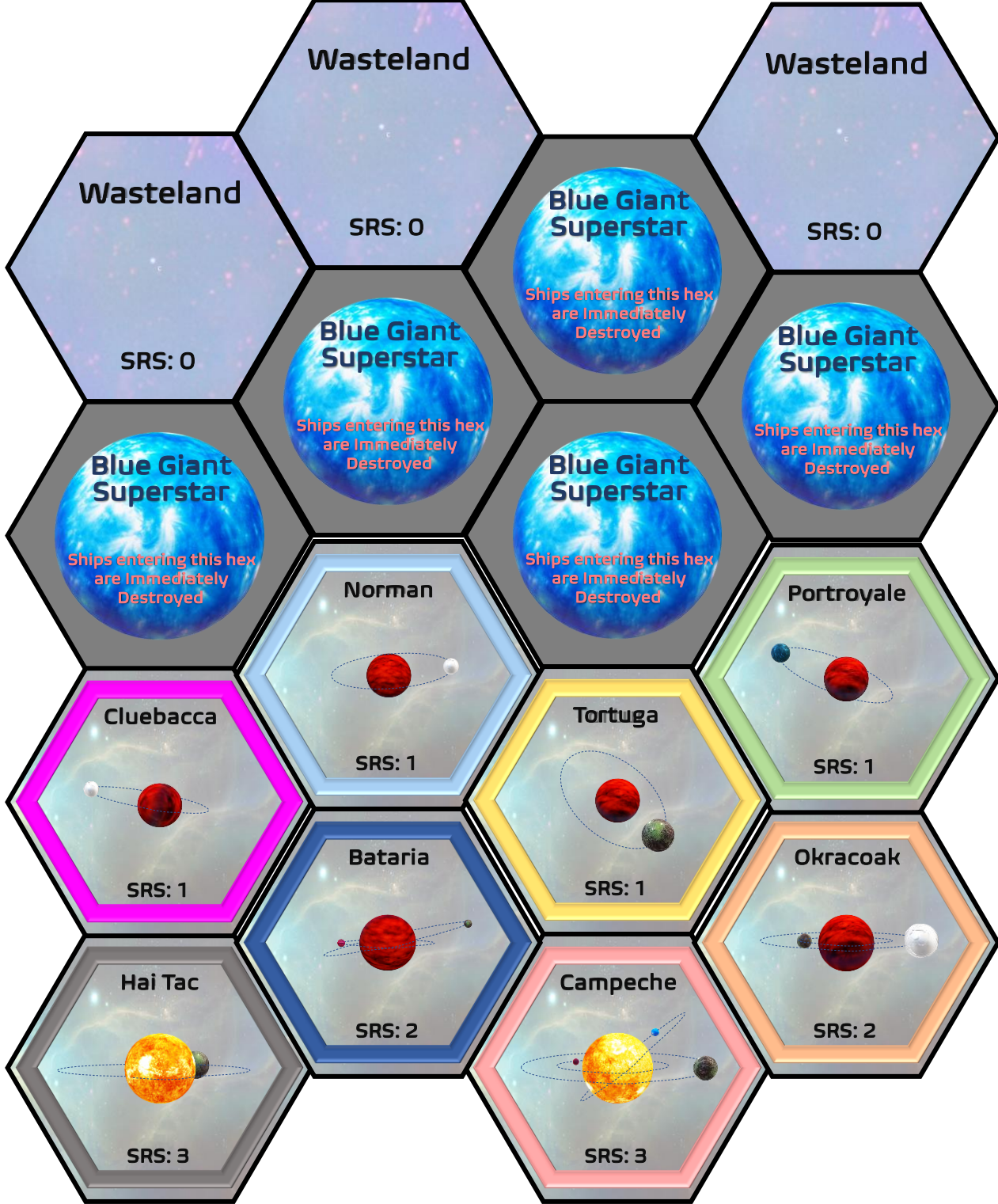


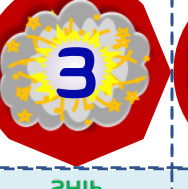
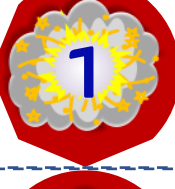
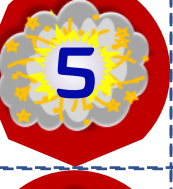
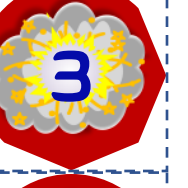
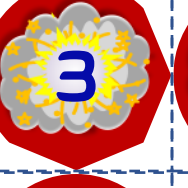
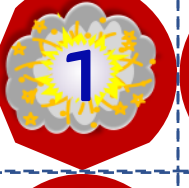
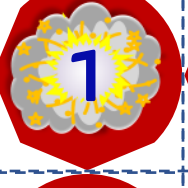
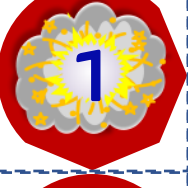
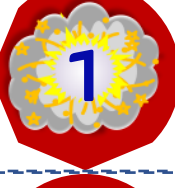
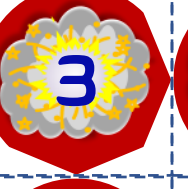
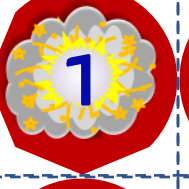
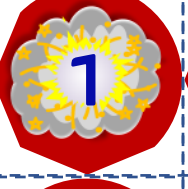
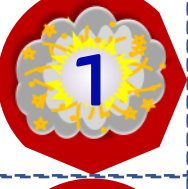
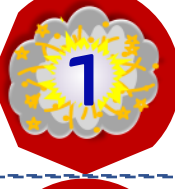
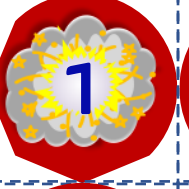
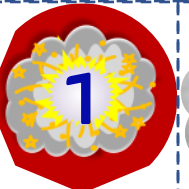
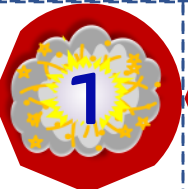















Debris Field A 	Debris Field A 					
Debris Field C 	Debris Field C 				Debris Field B 	Debris Field B 
						
						
						
						
ЗНІВ 	ЗНІВ 	ЗНІВ 	ЗНІВ 			
ИВІТНУА 	ИВІТНУА 	ИВІТНУА 	ИВІТНУА 			