

Pirates: Savage Shores Rare Pieces

Pirates of the Cursed Seas: Savage Shores Spoiler List - Rare Ships

Card #	Card / Element	Link	Flavor Text	Rarity	Die Cut	Flags	Keyword 1	Keyword 2	Keyword 3	Ability	Mast	Cargo	Move	Gun 1	Gun 2	Gun 3	Gun 4	Gun 5	Gun 6	Point Cost
001	He'e		Revered by the natives as the fiercest predator in the sea, He'e can rapidly change the color of its skin, disappearing against any background.	Rare	5 Mast Kraken	America	Sea Monster.	0	0	When you give this sea monster a shoot action, instead of firing all it's cannons you can choose one cannon to make a tentacle attack. If the tentacle attack hits, eliminate a mast as normal and then place the target next to this monster; you can immediately	5	0	S	4S	3S	3S	3S	4S		18
002	Intermediaro		Intermediaro seems to have a penchant for collecting shiny treasures, and the Spanish have found that it is eager to place those treasures on Spanish decks in return for food.	Rare	5 Mast Kraken	Spain	Sea Monster.	0	0	If this sea monster is within <<insert white S>> of a wild island and <<insert white S>> of a friendly ship, you may place one treasure from that wild island on that ship as a free action.	5	2	L+S	3S	3S	4S	3S	3S		17
003	Krulth		Recent volcanic activity has driven this blind sea demon from his ancient, subterranean home. Rising angrily into the sunlit sea, Krulth unleashes his rage	Rare	5 Mast Kraken	Cursed	Sea Monster.	0	0	Sea Monster. This sea monster gets +1 to its boarding rolls. If it succeeds at a boarding party, it also eliminates a mast.	5	0	L	2S	3L	3L	3L	2S		18
004	Lasses' Lament		Known to sweep the decks of unsuspecting ships when the moon is gone from the sky, Lasses' Lament earns its name on a nigh weekly basis.	Rare	5 Mast Kraken	Pirate	Sea Monster.	0	0	As part of a move action, this sea monster can initiate a boarding party against a ship up to <<insert white S>> away from her, without having to ram. The boarded ship can't use any boarding bonuses.	5	0	L	2S	2S	3S	3S	3S		14
005	Le Lurker Dessous (The Lurker Below)		French ships are unsure of why Le Lurker Dessous enjoys following them, though some sailors speculate "she" has an attraction to the red, white, and blue of France.	Rare	4 Mast Sea Monster	France	Sea Monster.	Fear	0	If this ship is within <INSERT WHITE S> of a friendly ship when it is given a move action, this ship gets +<INSERT WHITE S> to its base move.	4	0	L	4S	3S	2L	3S			19
006	Namazu		Old sailors shiver at the mention of Namazu. Few who have survived its tidal attacks can return to the sea; the nightmares of the memory are too great.	Rare	4 Mast Sea Monster	Cursed	Sea Monster.	0	0	Give this sea monster a shoot action. A wave <<insert white S>> wide and 2 <<insert red L>> long leaves the sea monster in one direction. Up to 2 masts of every ship in the path of the wave are eliminated. Eliminate one of this sea monster's masts.	4	2	S	3S	3S	3S	3S			15
007	Ophidious(?)		Treasure hunters search the globe for this elusive creature, believed to make its home within the shipwreck of an archaic galley, nesting on a massive cache of sunken gold.	Rare	4 Mast Sea Monster	Pirate	Sea Monster.	Eternal	0	If a ship wins a boarding party against this sea monster, that ship loads one of this sea monster's segments. It takes up no cargo space and becomes a treasure worth 2 gold when unloaded at its home island.	4	0	L+S	2L	2L	2L	2L			12
008	Slippery Devil		Not one to run from purported beasties of the sea, the Americans usually try to herd the sea monster dubbed Slippery Devil towards established enemy shipping lanes where it will hopefully wreak havoc with enemy ships.	Rare	4 Mast Sea Monster	America	Sea Monster.	0	0	Sea Monster. If this sea monster succeeds at a boarding party, it also eliminates a mast.	4	2	S+S	3L	3S	4S	3L			16
009	Frontier		Constructed under the spirit of exploration, the Frontier pushes ever onward into new horizons.	Rare	4 Mast Hoist	America	Hoist.	Secret Hold	0	No ability	3	8	S+S	4S	3S	4S				19
010	Rocinante		The heroic vessel Rocinante launched from Spain amidst a roar of applause. The hopes and dreams of a new age of Spanish glory go with her.	Rare	4 Mast Hoist	Spain	Hoist.	Secret Hold	0	This ship can't be pinned.	3	7	S+S	4S	4S	4S				20

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011	USS Strongarm		The Strongarm is hard at work in the south pacific identifying useful islands and bringing back samples of potential trade goods. While on the water, she also knows that the best defense is a good offense.	Rare	4 Mast Hoist	America	Hoist.	Broadsides Attack	0	No ability	3	6	L	3S	3L	3S				19
012	El Buscador (The Finder)		Other ships who have met El Buscador have often said she would be better named El Corredor; as soon as she spies enemy ships she tacks quickly to protect her precious cargo.	Rare	4 Mast Hoist	Spain	Hoist.	0	0	If this ship is within <INSERT WHITE S> of an enemy ship when she is given a move action, she gets +<INSERT WHITE S> to her base move.	3	7	L	5S	5S	5S				16
013	Celestine	The Master Scribe	Long ago this ship embarked on a mission to chart the known world. Now her crew is cursed to sail for eternity, their task doomed to never be completed.	Rare	1 Mast Galley	Cursed	Galley	0	0	When this ship is given an action roll a d6. On a result of 5 or 6, place a trade current. On a 1 or 2 remove a friendly trade current. On a 3 or 4, add <INSERT WHITE S> to this ship's movement.	1	4	L+S	4S						11
014	HMS Lucy's Luck		No one is sure how a friendly black cat found her way aboard this ship a few years back, but contrary to the crew's initial superstitions, they have had nothing but good luck since.	Rare	1 Mast Galley	England	Galley	0	0	Masts on this ship can't be eliminated by shots unless the cannon roll is a 6.	1	3	S+S	3S						11
015	Ébat (The Frolic)		The Frolic earned her name due in no small part to her maneuverability. The crew have often been known to taunt larger ships into wasting precious ammunition on her.	Rare	1 Mast Galley	France	Galley	0	0	This ship can't be shot at by ships within <<insert white S>> of her.	1	3	L+S	2S						12
016	Plague of the South		Though smaller than the other Pirate plagues, her speed and mighty cannoneers ensure that the Plague of the South is the most aptly named of them all.	Rare	1 Mast Galley	Pirate	Galley	0	0	This ship gets +1 to her cannon rolls against any non-Pirate ship.	1	5	S+S+S	3S						10
017	Rook's Folly		Legends speak that when men venture to close too the realm of the dead, a ship borne by the wings of a thousand ravens will drift silently out of the fog to beckon the living to cross over.	Rare	4 Mast Galley	Cursed	Galley	0	0	If an enemy ship is within <<insert white S>> of this ship, you can use this ship's action for the turn to try to possess a target crew on that ship. Roll a d6; on a result of 6, the target is immediately assigned to this ship. Its nationality changes to match the nationality of this ship.	4	4	S+S	4S	4S	4S	4S			16
018	Elthelfleda		In another life this ship was a simple freighter. After surviving an attack by pirates, her crew gained a thirst for combat, outfitting her with an array of superior weaponry.	Rare	4 Mast Galley	England	Galley	0	0	This ship can move and shoot using the same move action. This ship gets +1 to her boarding rolls. She gets +2 instead if her opponent is a sea monster.	4	4	S+L	3S	4L	3S	4L			16
019	Le Sirène (The Siren)		Originally designed to cater to aristocracy, The Siren's appearance fools many into thinking that she is still just that: a ferry for the rich and ripe for the picking.	Rare	4 Mast Galley	France	Galley	0	0	This ship can't be shot at by ships within <<insert white S>> of her.	4	3	S+L	3L	4S	4S	3L			15
020	Akua Lapu (Trickster Spirit)		Under the cover of darkness, this seemingly crewless ship will sneak into sleepy port towns and make off with untold riches.	Rare	4 Mast Galley	Pirate	Galley	0	0	Crew placed this ship do not take up cargo space; this ship may only have a maximum of three crew.	4	4	S+S	2S	3S	3S	2S			15

Crew

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021	Commodore Peregrine Stern		Commodore Stern was sent to the south pacific to give a favorable face to America for the pacific islanders and to turn as many against the Spanish as possible. They say that he has also offered to aid France in its efforts against the English to do so.	Rare	Solo Crew	America	Captain	Loyal:X	Hostile: X	This ship gets +1 to her boarding rolls. Once per turn, roll a d6. On a 5 or 6, this ship can be given an extra action.	9									
022	Commandante Antonio de Silva (SM #096a)		Still devoted to protecting the interests of the crown, De Silva fights to forge a new era of prosperity for Spain.	Rare	Solo Crew	Spain	Captain	Musketeer	0	No ability	6									
023	George Washington LeBeaux (DJC #045b)		For many months, strange visions and the sound of unfamiliar drums resonated in LeBeaux's dreams. Spirits in distant lands were crying out for help and he has travelled far from his native Louisiana to answer them.	Rare	Solo Crew	America	0	0	0	Instead of giving this ship an action this turn, you can give another ship in your fleet two actions.	6									
024	Master Bianco (SM #088a)	Bianco's Haulers	Bianco is a marked man. No longer under Alarico Castro's protection and followed by Sebastián Rojo, Bianco knows that if he cannot produce what he once stole that he will not return home.	Rare	Solo Crew	Spain	Cargo Master.	Secret Hold	0	No ability	7									
025	The Headhunter (SCS #041)		The bones of his enemies are no longer enough for the Headhunter. Inspired by erroneous tales of native rituals, he has doubled his "head count" searching for knowledge of dark power.	Rare	Solo Crew	Pirate	0	0	0	If this ship wins a boarding party, she can either take as much treasure from the other ship as she wants, up to her available cargo space or can eliminate all of the other ship's crew.	6									
026	Capitaine Baudouin Deleflote	L'épée De L'ange	A shining star of the French fleet, Capitaine Deleflote has been instructed to hamper England's efforts at trade and exploration. Deleflote has even met with American Commodore Peregrine Stern to try and enlist some American aid in his endeavor.	Rare	Solo Crew	France	Captain	0	0	Instead of giving this ship an action this turn, you can give another ship in your fleet two actions.	9									
027	Wraith (OE #017)		Furious at his defeat from Crimson Angel's kiss, the Wraith scours the south pacific in search of the one relic to help him overcome the vestiges of his mortality to restore him to his place beside Davy Jones.	Rare	Solo Crew	Cursed	0	0	0	Whenever a crew is eliminated roll a d6; on a result of 6, assign the crew to this ship. Its nationality changes to match the nationality of this ship.	5									
028	Tobias Huntington		With the crown weary of France's endless attacks, it has sent young Tobias Huntington forth to seek trinkets that may be useful in the battle with the French.	Rare	Solo Crew	England	0	0	0	Choose a ship within <INSERT WHITE S> of this ship. If there is any unique treasure on that ship, that ship's owner shows it to the owner of this ship. This ship may load one unique treasure if able.	5									