

Pirates of the Cursed Seas Savage Shores - Mega Card Elements
Ships

Type	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	Gun 7	Gun 8	Gun 9	Gun 10	Point Cost	
Ship	091	Cannibal King		Rae the Willy has taught her crew that ships docked at wild islands are perfect targets—distracted, slow to react, and stuck in shallow water. This light ship and her experienced crew can get in quickly and escape with everything they can carry.	Special	2-Mast Catamaran	Pirate	Catamaran	0	0	If this ship wins a boarding party, she can take as much treasure from the other ship as she can carry.	2	5	L	2S	2S	0	0	0	0	0	0	0	0	0	13
Ship	095	Speedy Return		No one knows how Captain Mysion got his hands on one of these new designs, but now they have to figure out how to stop him from using her to siphon off their valuable cargo.	Special	3-Mast Catamaran	America	Double Catamaran	0	0	Once per turn, if this ship carries treasure and is within <<insert white S>> of an enemy ship, you can randomly trade one treasure with that ship.	3	4	S+S	3s	4L	4L	0	0	0	0	0	0	0	0	13
Ship	097	Ochobrazo		Named by the Spanish, who frequently encounter its snake-like arms, Ochobrazo seems strangely tied to the Straits of Gibraltar. Some claim the beast has a giant lair under the rock, where a graveyard of destroyed ships sits in the darkness.	Special	8-Mast Octopus	Spain	Octopus	Fear	0	No ability	8	0	L	3S	0	0	27								
Ship	099	Soul Crusher		In the darkest taverns in the worst part of Tortuga, few dare to whisper about what makes the prisoners aboard the <i>Soul Crusher</i> scream so loudly that you can hear the ship before you see her.	Special	3-Mast Turbine	Cursed	Turbine	Fear	0	If this ship succeeds at a boarding party, she can eliminate all of the other ship's crew.	3	4	L	3S	3S	3S	0	0	0	0	0	0	0	0	21
Ship	092	Vieil Homme (Old Man)		French ships have begun to encounter the Old Man with more frequency, but they know this elderly sea dragon's eyesight means it has just as much of a chance of nipping it's own tail as it does one or more of their masts.	Special	4-Mast Sea Dragon	France	Sea Dragon	0	0	When this ship is given a shoot action, for every cannon roll of 6, the target's controller eliminates an extra mast. For every 1, eliminate a mast from this ship.	4	0	D	3L	3S	3S	3L	0	0	0	0	0	0	0	18
Ship	093	HMS Mirage		The Americans were more surprised when their prototype design appeared in England's ranks than in Pirate fleets. Now convinced of a spy in their ranks, the construction of new designs is closely supervised.	Special	3-Mast Wind Catcher	England	Windcatcher	0	0	This ship gets +1 to her cannon rolls against targets without all their masts.	3	4	S+S	3L	3L	3L	0	0	0	0	0	0	0	0	13
Ship	093	Celtic Fury	Eileen Brigid O'Brien	Her hatred of the Gold family and the England they stand for have lead O'Brien abandon Nemo's technology in favor of something a little more substantial from the South China seas. She is also happy to support the French in their efforts at flummoxing the English.	Special	10-Mast Junk	Mercenary	Junk	Mercenary	Dories.	French crew can use their abilities on this ship.	10	7	L	3S	3S	4S	4S	3L	3L	3L	3L	3S	3S	0	25
Ship	093	Shui Xian	Shap'ng Tsai	Unable to look past the wrongs done to his ports and crew, Tsai has broken ties with the Pirate nation to pursue a more profitable and bloodthirsty mercenary career. His first employer, England, is happy to provide men and money to throw at France.	Special	10-Mast Junk	Mercenary	Junk	Mercenary	Dories.	English crew can use their abilities on this ship.	10	7	L	2S	3S	3S	4L	3L	4L	3S	3S	3S	2S	0	25

Crew

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	094	Eileen Brigid O'Brien	WAS Mercenary	NONE (10-Mast Card)	Rare		Mercenary	Ex-Partiot	Hostile: X	0	Once per turn before you give this ship an action, roll a d6. On a 5 or 6, this ship can be given the same action twice. This ship gets +1 to her cannon rolls against English ships.	5
	095	Shap'ng Tsai (OE #040)	WAS Pirate	NONE (10-Mast Card)	Rare		Mercenary	Ex-Partiot	Hostile: X	0	This ship can move and shoot using the same move action. Once per turn, you can eliminate one of this ship's crew to give her an extra action.	5