

Pirates of the Cursed Seas: Savage Shores Spoiler List - Uncommon Elements

Ships

Card #	Card / Element	Link	Flavor Text	Rarity	Die Cut	Flags	Keyword 1	Ability	Mast	Cargo	Move	Gun 1	Gun 2	Gun 3	Gun 4	Gun 5	Gun 6	Point Cost	
029	USS Loggerhead		The crew of the USS Loggerhead were given the dubious task of locating reported beasts of the sea and herding them to where they can do the most damage to America's enemies.	Uncommon	4 Mast Ship	America	0	If a sea monster begins its move within <<Insert Red L>> of this ship, it gets +<<Insert Red L>> to its base move.	4	5	L	3L	3S	3S	3L				14
030	El Viento Enfermo (The Ill Wind)		Sent to hamper America's efforts at exploration, El Viento Enfermo blows swiftly through the south pacific raining terror on any enemy ship she sees.	Uncommon	4 Mast Ship	Spain	0	This ship gets + <<insert White S>> to her base move if she has all of her masts.	4	5	L	2S	3L	3L	2S				15
031	HMS Halcyon		The HMS Halcyon always sees sunny days thanks in no small part to the ingenuity and abilities of her stalwart crew.	Uncommon	4 Mast Ship	England	0	When this ship sinks another ship, you can repair one of this ship's masts.	4	4	S+S	2S	2L	2L	2S				11
032	L'épée De L'ange (The Angel's Sword)	Capitaine Baudouin Deleflote	Able to stand against the greatest of England's warships, the Angel's Sword may be the key to France's ultimate victory over the British.	Uncommon	4 Mast Ship	France	0	This ship's cannons can't be eliminated (masts still can be). If derelict, she can't shoot.	4	3	L	3L	4L	4L	3L				17
033	La Bruja (The Witch)	Isandro Ramirez	Those who have encountered The Witch whisper tales of mystery and black magic. Some surmise that she is captained by a madman who sold his soul to the devil.	Uncommon	4 Mast Ship	Pirate	Fear	When this ship hits an enemy ship, you can also eliminate one cargo from that ship.	4	2	L	3L	3L	3S	3S				15
034	Black Coral		The haunting voice of a centuries dead mariner echoes from within a heavy prehistoric fossil conch kept on the deck, any captain on her powerless to do anything but follow its mysterious commands.	Uncommon	4 Mast Ship	Cursed	Secret Hold	This ship gains the Eternal keyword as long as she has a crew with the captain keyword or captain in it's name.	4	4	S+S	4S	3S	3S	4S				15
035	Native Canoes			Uncommon	Natives	America	0	As a free action you may transfer one treasure from a friendly ship within <INSERT WHITE S> of this ship to this ship.	1	2	S+L	2S							
036	Native Canoes			Uncommon	Natives	Spain	0	Each treasure unloaded at your home island by a native canoe is worth +1 gold.	1	1	S+S	4S							
037	Native Canoes			Uncommon	Natives	England	0	Give this ship a move action but do not move her. Instead, roll a d6. On a result of 5 or 6, you may repair one mast on ships within <INSERT WHITE S> of any native canoes.	1	1	L+S	3S							
038	Native Canoes			Uncommon	Natives	France	0	When this ship carries no cargo, she gets +<<insert white S>> to her base move.	1	1	S+S	3S							
039	Native Canoes			Uncommon	Natives	Pirate	0	This ship can dock at an enemy home island and load one treasure. If able, she must leave on your next turn.	1	1	S+S	4S							
040	Native Canoes			Uncommon	Natives	Cursed	0	If two or more native canoe ships hit the same ship during a single turn, also eliminate one crew from that ship.	1	1	S+S	3S							