

Pirates: Savage Shores Common Pieces

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

Ships

Card #	Card / Element	Link	Flavor Text	Rarity	Die Cut	Flags	Keyword 1	Keyword 2	Ability	Mast	Cargo	Move	Gun 1	Gun 2	Gun 3	Gun 4	Gun 5	Gun 6	Point Cost
041	Nènè-nui		This abandoned ship was discovered resting along a quiet shore. Once again seaworthy, she was renamed for the feisty goose that reluctantly gave up the main mast as its perch.	Common	3-Mast Junk	America	Junk	0	This ship gets +1 to her cannon rolls against English ships.	3	4	L+S	4S	3L	4S				13
042	Colector Del Día (Daycatcher)		This ship's crew despise their unavoidable time ashore; the Daycatcher is always the first to slip its lines before the early morning light breaks the horizon and no one ever sees it leave.	Common	3-Mast Junk	Spain	Junk	0	Once per turn, this ship can move <<insert white S>> after loading cargo.	3	3	S+S	3L	3L	3L				11
043	Metal Dragon		The British managed to capture this armored ship for the Royal Navy, not realizing she's being hunted by other nations.	Common	3-Mast Junk	England	Junk	0	Ramming can't eliminate this ship's masts.	3	5	L	3S	2L	3S				11
044	Le Renard à Ailes (The Winged Fox)		As her name implies, The Winged Fox specializes in swift raids, stealing from England's fleets. The British Navy have yet to put so much as a scratch in her hull.	Common	2-Mast Junk	France	Junk	0	Once per turn as part of a move action, this ship can randomly take one treasure from any ship <INSERT WHITE S> away from her.	2	3	S+S+S	2S	2S	2S				11
045	Demon Gate		Guardians of an unthinkable horror, the crew of the Demon Gate patrol the southernmost seas, attacking foreign invaders who have wandered too close.	Common	2-Mast Junk	Cursed	Junk	0	As part of a move action, this ship 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.	2	2	S+S	3S	4L	3S				10
046	Xi'an		The Xi'an and her crew are barely all that remain of the once powerful Jade Empire.	Common	2-Mast Junk	Pirate	Junk	0	No ability	2	2	L+S	2S	3L	2S				9
047	Mongrel		She's no beauty, but the Mongrel has a lot more to offer than the pretty faces of her crew. Other American ships frequently set her upon enemy vessels to ensure their own safe passage.	Common	3 mast ship A	America	0	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.	3	4	S+S	2S	3L	2S				12
048	La Dame Riante (The Laughing Lady)		Though the ship herself is silent, the crew of La Dame Riante often laugh heartily at the epithets hurled by the enemy crew when she fires and runs.	Common	3 mast ship A	France	0	0	After this ship resolves a shoot action, she can move as a free action.	3	4	L	3S	2S	3S				13
049	Faerie Fire		Sailors claim the Faerie Fire glows not from any ethereal light, but from the burning hatred gathered in life and now harbored by the men who crew her.	Common	3 mast ship A	Cursed	Ghost Ship	0	No ability	3	3	L	2S	3L	2S				15
050	La Canela (Cinnamon... like El Dorado, a fabled valley of rare spices)		The captain of La Canela will not give up on the dream of one day finding one of the fabled cities of gold and spices.	Common	2 mast ship	Spain	0	0	Once per turn, if this ship is within <<insert white S>> of an island, you can mark the island as explored without docking at it. The island becomes unexplored in regards to all other players.	2	3	L	3L	3S					8
051	HMS Goodfellow		Shipwrights constructed many hidden holds within the cargo bay of the Goodfellow. Her singing crew is always greeted with beaming smiles when she returns to port.	Common	2 mast ship	England	Secret Hold	0	No ability	2	5	S+S	4L	4L					11

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052	Cuerno De Cabra (The Goathorn)		Arrogant sailors of every nation have mistaken the Goat Horn's small size for weakness and their pockets have paid dearly for it.	Common	2 mast ship	Pirate	0	0	Two hits from the same shoot action are required to eliminate one of this ship's masts.	2	3	L	2L	2L					8
053	La Hermosa (The Beauty)		An older vessel, the Hermosa has seen many adventures across many seas but has never lost the glow that seemed to surround her on her maiden voyage.	Common	2 mast schooner	Spain	Schooner	0	Once per turn, one of this ship's cannons can shoot again if it misses.	2	3	L	2L	2L					13
054	HMS Silent Swan		Unfazed and uncorrupted from her many entanglements at sea, the majestic Silent Swan inspires courage in every ally she's had the honor to serve with.	Common	2 mast schooner	England	Schooner	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.	2	2	S+S	3S	3S					10

Crew

Card #	Card / Element	Link	Flavor Text	Rarity	Die Cut	Flags	Keyword 1	Keyword 2	Ability	Point Cost
055a	Mademoiselle Josephine Godiva (DJC #086)		Unable to bring himself to see Lady Godiva's fate, Brother Virgil warned her of the Duc de Valois' plans for her. Shocked but now armed with the knowledge, Lady Godiva realizes the path to her beloved is fraught with peril. Peril that she will need to overcome to see him again.	Common	Two-Up Crew	France	0	0	No ability	0
055b	Duncan Rousseau		No longer welcome in his strict, puritan community (though he'll just slyly grin when asked why), this cheerful scoundrel changed his last name and enlisted with the French to seek his fortune.	Common	Two-Up Crew	France	Parley	0	Once per turn, you can reroll any die roll you make for this ship; you must use the second die roll result.	5
056a	Sebastián Rojo		Rojo's past is steeped in blood. An expert at dealing with natives and policing those disloyal to Spain, Rojo has dedicated himself to ensure the conquest of the South Pacific is successful.	Common	Two-Up Crew	Spain	Marine	0	Once per turn, you can eliminate one of this ship's crew to give her an extra action.	9
056b	Bianco's Haulers	Master Bianco	With threats from Master Bianco tying their fate to his own, Bianco's Haulers do their best to ensure the safety of their ship as they furiously attempt to gather enough treasure to replace what was once skimmed from Spain.	Common	Two-Up Crew	Spain	0	0	This ship can't be shot at while docked.	3
057a	Pierce Hollow (SCS #097b)		A short hop from the South China Seas to the Pacific Triangle, Pierce's father's tales still ring in her ears. If a man could make his fortune here, perhaps a woman could, too. Upon arrival Commodore Stern issued orders to watch for English ships in the waters, piquing Pierce's curiosity.	Common	Two-Up Crew	America	Musketeer	0	This ship gets +1 to her cannon rolls against English ships.	6

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057b	Master CPO Charles Richard (OE #097a)		Charles Richard returned to shore a changed man and the only living being on a formerly bustling ship. The tale he told was of the cursed treasure, the Eye of Insanity, that infected his captain and spread to the crew.	Common	Two-Up Crew	America	0	0	No ability	0										
058a	The Master Scribe (new)	Celestine	Centuries spent charting the globe, recording the history of the sea, the Master Scribe is resigned to scratching out maps in dim candlelight, unable to find the fabled end of the earth that will at last grant him rest.	Common	Two-Up Crew	Cursed	Explorer	Navigator.	No ability	3										
058b	Papa Doc (DJC #024)		When the Duc de Valois failed to deliver Josephine Godiva, Papa Doc turned all his wrath Frenchward. Now with news of Godiva in the Polynesian triangle, he has begun stopping ships to find her. His luck is doubled by having her so close to the very altar that he needs her to be at for sacrifice.	Common	Two-Up Crew	Cursed	0	0	This ship gets +1 to her boarding rolls. Once per turn, one crew or ship within <<insert white S>> of this ship can't use its ability that turn.	8										
059a	Sir Jeremy Rothschild (FN #050b)		His fortunate blundering onto a Pacific passage from the realm of vikings led to Sir Jeremy's assignment to the south pacific. Some say he seems a changed man, now genuinely bent on exploration instead of his petty collecting of artifacts.	Common	Two-Up Crew	England	Explorer	0	Once per turn, this ship can move <<insert white S>> after loading cargo.	3										
059b	Countess Diana Doone (SM #062a)		All was well for Countess Doone until the Doone family showed up in the Caribbean looking for their daughter. Fleeing before disgrace and English authorities could catch up with her, she's on the run trying to cling to the life she's stolen. Or perhaps acquire another one.	Common	Two-Up Crew	England	0	0	No ability	0										
060a	Isandro Ramirez (new)	La Bruja	Vowing revenge against the tyrannies his former Spanish comrades, Ramirez's hatred has poisoned his mind. Believed to be dead, fear is now his weapon against the encroaching Spanish empire.	Common	Two-Up Crew	Pirate	Hostile: X	Captain	This ship gets +1 to her cannon rolls against any non-Pirate ship.	7										
060b	Wall-Eyed Worthington		Worthington's odd looks are easily gotten past once one realizes he's one of the best set of eyes available on the high seas. They say he can spy the color of a captain's eyes from leagues away.	Common	Two-Up Crew	Pirate	0	0	Once per turn, this ship can look at one face-down cargo on any ship.	2										