



Master Keyword List

(October 2011)

NOTE: Many of these keywords have had their text altered from the original published versions in order to improve their ease-of-use and to reflect official changes that were made to those keywords after they last appeared on a rule sheet. Refer to the latest edition of The Pirate Code (FAQ/Errata) for additional details and clarifications.

All-Powerful

Once per turn, roll a d6. On a 1-4, you may give this ship an extra action; on a 5, you may give any ship you control an extra action; on a 6, you may give an action to an enemy ship as if it was a member of your fleet.

Black Mark

This crew may begin the game as a member of the Cursed nation instead of its own. If it does, place it face up during setup on a ship of its original nationality; that ship and this crew immediately become members of the Cursed nation (*other crew aboard the ship retain their original nationalities*). If Cursed, this crew costs 1 additional point against the point limit of the ship.

Bombardier

A ship with this keyword printed on its deckplate card has a special bombardier cannon that has a printed rank but is not associated with a mast. The special cannon cannot be eliminated, cannot be targeted by enemy effects, and cannot be assigned equipment. If the cannon roll for the special cannon is a 1 it jams and cannot be used again until the ship is given a repair action specifically to fix it.

After placing ships at your home island but before the game begins, choose whether the special cannon will be an artillery cannon (*use the artillery piece*) or a flamestrike cannon (*use the flame piece*). This choice cannot be changed after the game has begun.

The artillery cannon has the **Extended Range** keyword.

The flamestrike cannon has a range of **S** (*you may measure using the S-length flame piece*); when it hits, replace one of the target's masts with a fire mast.

Born Leader

Once per turn before you give this ship an action, roll a d6. On a 5 or 6, this ship may be given the same action twice.

Broadsides Attack

When this ship is given a shoot action, you may reduce all of its cannon ranges to **S** and then select a single target that this ship can attack and to which all of its cannons can draw clear lines of fire. If you do, roll a single d6; if the result is higher than the ranks of all of this ship's cannons (*ignore eliminated cannons*), they all hit and this ship scores one additional hit. If the result is equal to or less than even one cannon's rank, they all miss. No other abilities (*including re-rolls, die roll modifiers, offensive abilities of this ship, and defensive abilities of the target*) can be applied to this shoot action.

Cannoneer

Once per turn, one of this ship's cannons can shoot again if it misses.

Captain

This ship may move and then shoot as part of a single move action.

Cargo Master

All friendly ships of the same nationality as this crew get +1 cargo spaces. This crew takes up no cargo space.

Catamaran / Double Catamaran

A ship with this keyword printed on its deckplate card has one or two smaller, secondary hulls. This ship can't be rammed. Each time this ship is hit, roll a d6. On a 5 or 6 the hit is ignored instead (*no effect*). When this ship is successfully hit, eliminate a secondary hull instead of a mast; if no secondary hulls remain, eliminate masts normally. This ship can't be pinned or boarded if it has a secondary hull.

Chieftain

A crew with this keyword must be assigned (*face up*) to a ship at the beginning of the game; it assumes the full point cost of its associated native canoes. After placing your ships at your home island and assigning crew, choose a wild island and place five native canoes of the chieftain's nationality so their bows touch that island. You cannot choose the same wild island as an opposing player.

While this crew is assigned to a friendly ship, once during your turn you may give an action to each native canoe in your fleet. All native canoes of a single nationality that are given actions must be given the same action. If no crew with this keyword is assigned to a ship in your fleet, only one native canoe can be given an action each turn.

If this crew is eliminated, roll a d6. On a result of 1 or 2, eliminate one native canoe from your fleet. On a 3 or 4, eliminate two. On a 5 or 6, eliminate three.

Dories

When her linked crew is aboard, this ship can unload cargo at your home island if she's within **S** of it.

Double Catamaran

-See: *Catamaran*

Emperor's Commander

This crew may use his abilities only aboard the Baochuan.

Once at the beginning of each of your turns roll a d6; on a result of 6, any ship in your fleet may be given two actions that turn.

Once per turn if this ship is within **S** of an island, you may mark that island as explored without docking at it. The island becomes unexplored in regards to all other players.

Eternal

When this ship sinks, do not remove it from the game. Instead, place it docked with no masts at your home island; its crew remain onboard but any treasure or other cargo (*including equipment*) that it carried is treated as if the ship sunk normally. You may repair the ship as normal at your home island.

When a sea creature with this keyword is eliminated, do not remove it from the game. Instead, place it docked with no segments at your home island; it may then be given repair actions (*like a normal ship*) until it leaves your home island.

Ex-Patriot

This crew may use its abilities onboard any ship. Any ship to which this crew is assigned gains the **Mercenary** keyword; the ship retains its original nationality, but other crew of the Mercenary nationality may also use their abilities onboard. If this crew is assigned to its linked ship, add 1 to the result when the ship rolls for effect at a Mysterious Island.

Explorer

This ship may dock and then explore a wild island using the same move action.

Extended Range

This ship's printed cannon ranges are doubled.

Fear

For each enemy ship within **S** of this ship at the beginning of this ship's turn, roll a d6. On a result of 5, none of the target's ship or crew abilities can be used that turn. On a 6, the target's base move is reduced to **S** on her next turn.

Filching Gold

Once per turn this ship can randomly take one treasure from any ship she touches.

Flotilla

A game piece with this keyword is a floating gun platform; treat it like a ship, with the following exceptions:

A flotilla has a printed movement of **T**, meaning that it can only move when towed by a ship of its own nationality in its fleet. A ship may begin towing a flotilla by touching any part of it. When towing a flotilla a ship uses its full printed base move, but any abilities of it or its crew that affect its base move are ignored. A ship may stop towing a flotilla at any time, where it remains until towed again or sunk.

A flotilla has no masts. Instead it has a flag which can be eliminated only if the flotilla is hit twice during a single shoot action; when it has no flag, any hit will sink it. If the flag has been eliminated, the flotilla may be given a repair action (*even if it's at sea*) to replace it.

A flotilla may be given shoot actions even if it has no flag (*it is never derelict*); it shoots from the dice printed on its base.

A flotilla cannot be rammed or boarded, cannot be given move actions, and cannot explore.

Galley

A ship with this keyword can't pin or be pinned. If this ship rams she can't eliminate a mast from the rammed ship, but boarding may occur as normal. When given a move action, this ship can rotate on her stern (*the rear of the ship*) in any direction as an additional, final movement segment. This ship may be given move actions when it has no masts; its printed base move becomes **S**.

Ghost Ship

At the beginning of each of your turns, you may decide if this ship is "*ghostly*" or not. A *ghostly* ship ignores islands, terrain, and other ships when moving, but cannot end a move action with any part physically overlapping an island or another ship. A *ghostly* ship cannot ram or be rammed, pin or be pinned, board or be boarded, and cannot dock, but it may shoot and be shot at normally. A *ghostly* ship does not block lines of fire for other ships.

Headhunter's Domain

This crew may use his abilities only aboard the Guichuan.

Once at the beginning of each of your turns roll a d6; on a result of 6, any ship in your fleet may be given two actions that turn.

If this ship wins a boarding action, she may take as much treasure from the other ship as ship can carry, or she can eliminate all of the other ship's crew.

Helmsman

This ship gets +**S** to her base move.

Hoard / Hoarding Gold

If this ship wins a boarding action, she may take as much treasure from the other ship as she can carry.

Hoist

A ship with this keyword printed on its deckplate card has a moveable "hoist" near its bow.

When this ship explores, it may transfer cargo to and from any islands and friendly ships that it can touch with its hoist.

Once per turn this ship may be given a free explore action to explore any island, derelict, or friendly ship that it can touch with its hoist.

At the end of a move action, if this ship's hoist can touch a wild island you have previously explored it may immediately load treasure from that island as a free action.

Hostile: X

A game piece with this keyword cannot be in the same starting fleet as whatever is indicated by the **X**, whether that is a specific game piece or any game piece of a specific nation.

Icebreaker

This ship ignores terrain, except icebergs, when she is given a move action (islands are not terrain). This ship can ram an iceberg as if ramming a ship. If she does, remove the iceberg from the game instead of eliminating one of this ship's masts.

Junk

This ship's own masts do not block its lines of fire.

Kraken / Octopus

(Both keywords are considered identical and interchangeable, even though their names are different.)

A ship with this keyword printed on its deckplate card is a sea creature.

At any time during your turn if your kraken is within **S** of an opponent's ship, it may surround that ship as a free action; place the kraken under the ship so that its tentacles surround the ship. If there is more than one opposing ship within **S** the kraken can surround only one at a time. It cannot surround a docked ship or another kraken.

A surrounded ship cannot be given a move action until the kraken is eliminated or moves away.

A kraken cannot shoot or be shot at unless it surrounds a ship; it can shoot at only the surrounded ship and only the surrounded ship can shoot at the kraken. A kraken cannot shoot on the same turn it surrounds a ship.

If you have Captain Davy Jones (*PotC-057*) in your fleet, you may use his ship's action for the turn to declare an opponent's ship the target of a kraken. That kraken gains +**S** to its base move but it can only shoot at the targeted ship (*it may still surround other ships*). The chosen ship remains the target until a new target (*or "no target"*) is declared, the targeted ship sinks, or the kraken is eliminated.

Limit

You can have only one game piece with this keyword in your fleet.

Longship

When you give this ship a shoot action, roll two dice per mast and count each die as a separate attack (*this ship has two cannons on each mast*). This ship cannot pin or be pinned. If this ship rams, it gets +1 to her boarding roll.

When given a move action, this ship can rotate on her stern (*the rear of the ship*) in any direction as an additional, final movement segment. This ship may be given move actions when it has no masts; its printed base move becomes **S**.

Loyal: X

In order for a game piece with this keyword to be in your starting fleet, whatever is indicated by the **X** must also be in your starting fleet, whether that is a specific game piece or any game piece of a specific nation.

Marine

A crew with this keyword may use its abilities on your home island or any wild island. Whether on an island or a ship, this crew may be given its own shoot action each turn (*like a ship*); it has a **2S** gun that may shoot from any location on the island or the ship carrying it.

While on a ship, all other abilities and effects that refer to crew apply to this crew normally. This crew's shoot action is independent of the ship's cannons; any abilities that affect the ship's cannons have no effect on this crew, and this crew may shoot even if the ship is derelict or has already been given a shoot action this turn.

While on an island, opposing players may attack this crew directly with shoot actions by targeting any part of the island; two hits during the same turn are required to eliminate it. Opposing ships may dock at and explore normally, but they cannot load this crew from the island.

Unlike other abilities, the Marine keyword is cumulative; if two or more crew with this ability are on a ship (*or island*), they may all use their ability during the same turn.

Mercenary

This ship cannot dock at its own home island, and must begin the game **S** away from its home island.

Musketeer

This ship gains one **3S** cannon that can't have its range or rank increased. It can shoot from any mast (*even an eliminated mast*).

Native Canoe

In order for a ship with this keyword to be in your fleet when the game begins, you must first place a crew of the same nationality with the **Chieftain** keyword on a ship in your fleet. (*See Chieftain keyword for more details*).

A native canoe functions exactly like a standard ship, except that it cannot have its cargo capacity increased, it cannot be given an explore action on your first turn, it cannot ram or be rammed, pin or be pinned, board or be boarded, and it cannot tow. When a native canoe is hit, it sinks (*native canoes are never derelict*).

Navigator

When this ship is given a move action, instead of moving it you may roll a d6. On a result of 3-6, place a trade current within **S** of any friendly ship. The trade current cannot be placed in contact with any other game piece.

Oarsman

This ship is not derelict when all of its masts are eliminated; its base move becomes **S**, but it can't ram other ships. This crew takes up no cargo space.

Octopus

-See: *Kraken*

Parley

If a ship with this keyword is targeted with a shoot action, before any dice are rolled this ship's controller may parley for safe passage. In order to parley, this ship must be carrying treasure coins or you must have treasure coins on your home island; the attacker immediately receives one treasure from either this ship or your home island. You may select the location, but the specific treasure is chosen randomly. The treasure coin is placed directly on the attacking player's home island, and this ship cannot be shot at for the remainder of the turn.

Ransom

If a crew with this keyword is captured or transferred to a ship opposing to its original owner its other abilities cease to function regardless of nationality; it is worth 5 gold to the capturing player when unloaded at their home island.

If a crew with this keyword is eliminated or sunk by a player opposing to its original owner it is immediately placed on that player's home island; it is worth 1 gold to that player.

Once a crew with this keyword has been placed on the home island of a player opposing to its original owner it cannot be loaded or removed by any ship or ability.

Schooner

When given a move action, this ship can rotate on her stern (*the rear of the ship*) in any direction as an additional, final movement segment.

Scorpion

A ship with this keyword printed on its deckplate has a moveable blade that can slash its enemies.

After a scorpion ship has completed a move action or a shoot action, if it has not rammed an opposing ship this turn it may attack any (*one*) opposing ship that it can touch with its blade, as a free action.

The attack automatically succeeds and eliminates one mast from the target (*no die roll is required, and no ability can prevent it*). The target is now pinned and can be boarded (*sea creatures can be pinned but not boarded*); the scorpion ship is not pinned.

The blade functions even if this ship is derelict.

Sea Dragon

A ship with this keyword printed on its deckplate card is a sea creature.

A sea dragon has a base move of **D**, meaning that it has unlimited movement. It ignores all terrain, islands, and ships when moving, but cannot end any movement overlapping a ship.

When a sea dragon is given a shoot action, you may choose whether that action is a normal shoot action or a swoop attack (*it cannot perform both with a single action*). A swoop attack allows the sea dragon to attack any one target (*including submerged ships*) within **L+L** of its base. Roll a d6; on a roll of 4 or higher the swoop attack is successful and it eliminates up to two masts on the target. *After* resolving the swoop attack, place the sea dragon as close as possible to the target without touching the target.

Sea Monster

A ship with this keyword printed on its deckplate card is a sea creature.

At the beginning of your turn, decide if the sea monster is submerged or on the surface. If submerged, a sea monster can only move; it cannot shoot or be shot at, and it cannot dock or touch other ships.

If a sea monster is on the surface, it may move or shoot like a normal ship. It may ram opposing ships (*the rammed ship becomes pinned instead of the sea monster*) and it may board. After winning a boarding action the sea monster may eliminate a crew or steal a treasure (*if cargo space permits*), but it cannot capture crew and if it takes a unique treasure that treasure is eliminated.

Secret Hold

Enemy ships can't take or transfer treasure from this ship.

Shipwright

This ship may repair at sea or at any island.

Silver Explorer

Explorer. When this ship unloads treasure at your home island, any coin printed with a silver number is worth +1 gold.

Submarine

A ship with this keyword printed on its deckplate card has removable hull pieces that are treated exactly the same as masts on a normal ship.

At the beginning of your turn, decide if the submarine is submerged or on the surface. If submerged, lift the submarine's hull from its base so only the "spine" is showing (*the hull is set aside, and is still used to track damage to the submarine*). When the submarine is on the surface replace the hull (*minus any previously eliminated hull pieces*).

If submerged, a submarine can only move; it cannot shoot or be shot at, it cannot repair, it cannot dock, and it cannot be rammed. A submerged submarine may ram another ship, but regardless of success it must immediately be moved **S** away from the target *instead of* boarding.

If a submarine is on the surface it functions exactly like a normal ship, except that it cannot pin or be pinned, cannot tow or be towed, and is not damaged when rammed (*it can still board and be boarded normally*).

Switchblade

A ship with this keyword printed on its deckplate card has two moveable blades that extend from the sides of the ship to slash enemies.

You may extend and retract the blades freely at any time during a move or shoot action. After this ship completes a move or shoot action, if any part of either blade has touched an enemy ship (or ships) during that action all of those ships are considered to have been rammed and may be boarded. If there are two or more enemy ships affected, the controller of this ship may choose the order in which each ship is rammed and then boarded. If the ramming occurs by the blade(s) only, this ship is not pinned.

Titan

A ship with this keyword printed on its deckplate is a sea creature.

A titan's movement may be measured from any part of its body. When given a move action a titan may change its facing during the first movement segment (*like a normal ship*), but it cannot change its facing during any additional segments regardless of the directions it moves. A titan may move across islands (*except enemy home islands*) and is docked if it ends its move on an island. A titan may shoot and be shot at while on an island (*the island does not block lines of fire to and from the titan*).

A titan can be assigned crew.

A titan may be given explore actions to load cargo like a normal ship.

A titan may tow other ships, it may ram (*the rammed ship becomes pinned instead of the titan*) and it may board like a normal ship.

Treasure Ship

If this ship is linked to a crew, it must begin the game with that crew aboard.

Crew do not take up cargo space on this ship, but their combined point costs can never exceed this ship's point cost (*their values cannot be reduced*).

Once per turn this ship may move **S** after loading or unloading cargo.

Turbine

A ship with this keyword is not derelict when it has no masts remaining. If it has no masts, one hit still sinks it.

Turtle Ship

A ship with this keyword printed on its deckplate has turtle shell panels for defense.

When this ship is hit, remove one of her turtle shell panels instead of a mast. When no panels remain, remove masts as normal. This ship can't be boarded if she has turtle shell panels remaining. Removed panels cannot be repaired.

This ship may be given move actions when it has no masts; its printed base move becomes **S**.

Unholy Light

After this ship completes a move action, she can look at all treasure on all islands within **L** of her.

Windcatcher

When a ship with this keyword is given a move action, before moving it may reverse direction as a free action. If it does, pick it up, rotate it 180°, and then place it in its previous position with its bow is located where its stern began. You may then move it normally from there.

The following keywords appeared only with the promotional/holiday items Captain Whitebeard (HH05b) and Sleigh (HH05a). They are not legal for use in standard games, and are included here only for the sake of completeness:

Josides Attack

This ship's cannons have a range of **6L**, and they can shoot only when she has treasure aboard. When this ship successfully hits a target ship, instead of losing a mast, the target's crew are identified as good boys and girls. Place one of this ship's treasure tokens aboard the target, if the ship has available cargo capacity. Until the target unloads this treasure, she may be given only move actions to dock at the nearest island. When the target docks, roll one d6; the target must spend a number turns there in joyous revelry equal to the result.

Whitebeard's Raiders

At the beginning of each turn, this ship's controller must load one treasure from his or her collection onto this ship if there is available cargo space. In games played on December 24, this ship has unlimited base move and cargo capacity.