



# *Pirates of the Cursed Seas*

## *Reference Diagrams*

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### TABLE OF CONTENTS

#### GENERAL

- 1 Cover Sheet & Table of Contents
- 2 Ship Type Details
- 3 Range Bar Distance Comparison
- 4 Ability & Effect Ranges

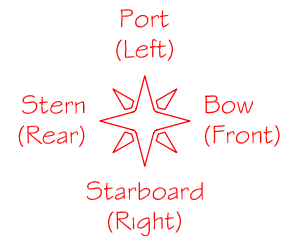
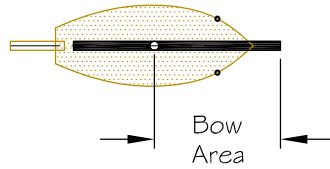
#### MOVEMENT

- 5 Basic Movement & Turn Limits
- 6 Complex Movements
- 7 Complex Movements (Continued)
- 8 Docking & Leaving Islands
- 9 Ramming & Pinning
- 10 Towing
- 11 Terrain Interactions
- 12 Terrain Interactions (Continued)

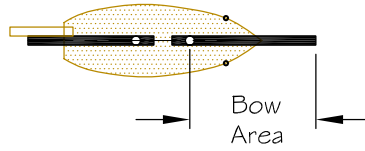
#### SHOOTING

- 13 Firing Arcs
- 14 Firing Arcs (Continued)
- 15 Range & Line of Fire Examples
- 16 Range & Line of Fire Examples (Continued)

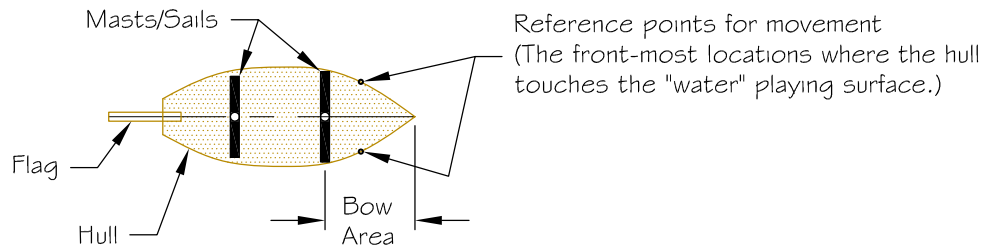
## 1-Mast



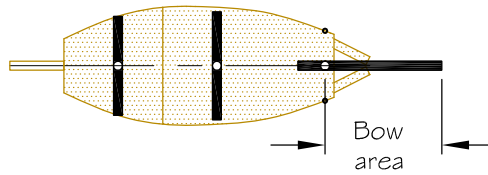
## 2-Mast-BR "Blockade Runner"



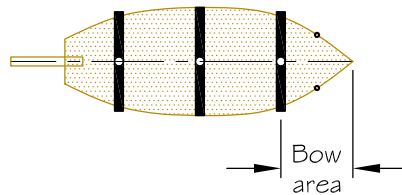
## 2-Mast



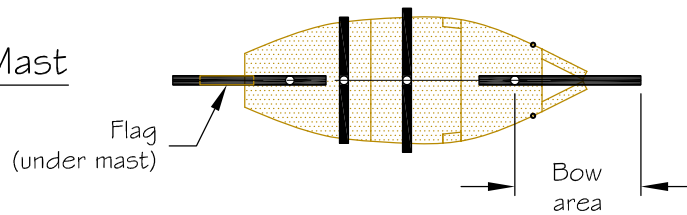
## 3-Mast-A



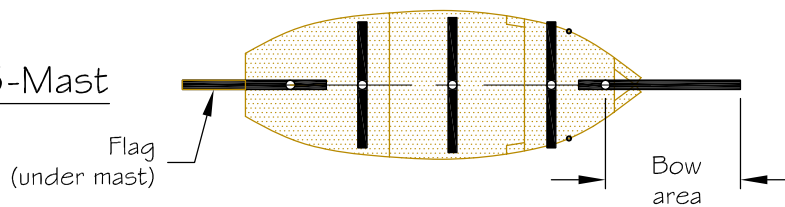
## 3-Mast-B



## 4-Mast



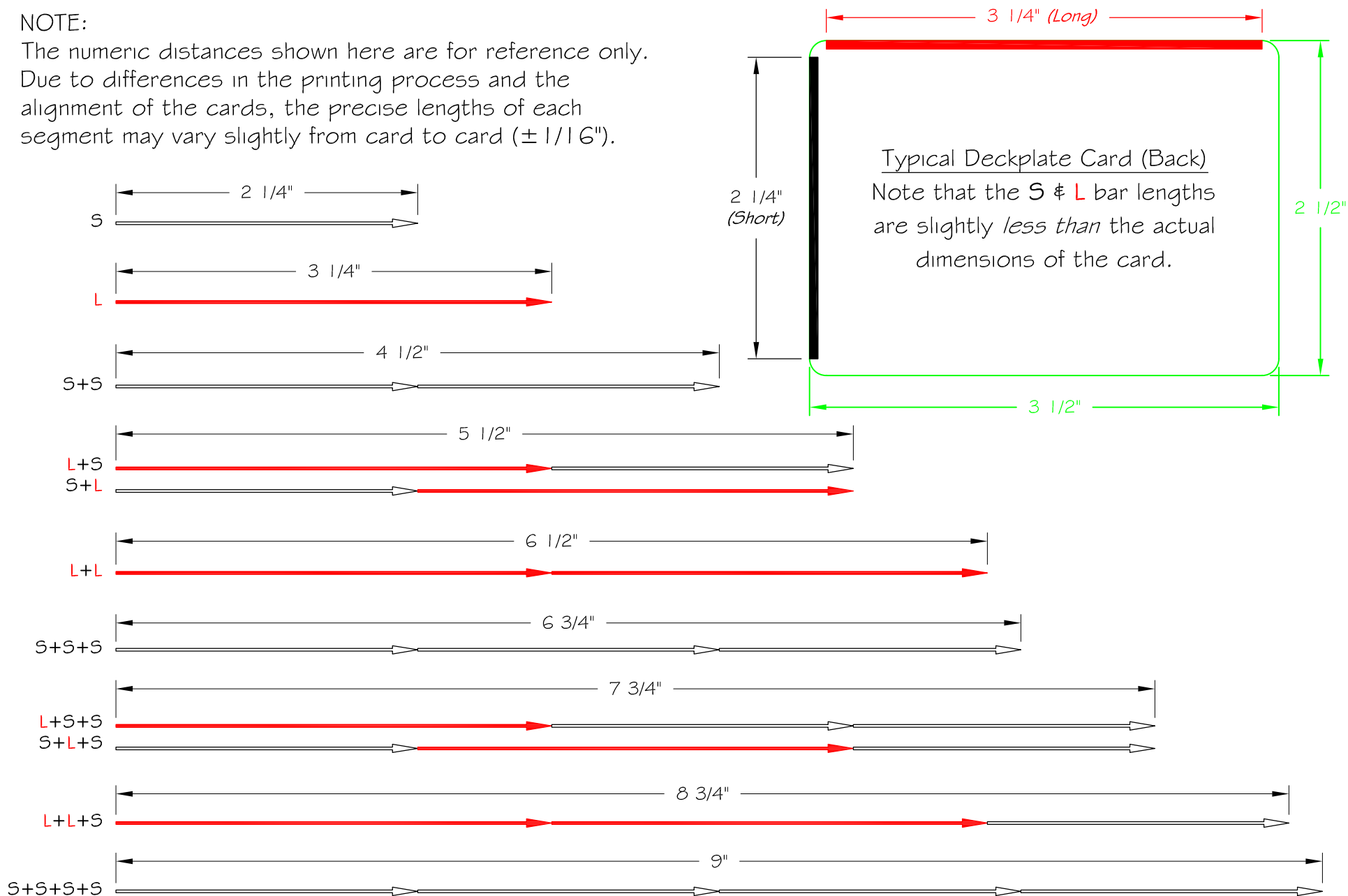
## 5-Mast



## SHIP TYPE DETAILS

# NOTE:

The numeric distances shown here are for reference only. Due to differences in the printing process and the alignment of the cards, the precise lengths of each segment may vary slightly from card to card ( $\pm 1/16''$ ).



## RANGE BAR DISTANCE COMPARISONS

Not all possible combinations are shown

"Within L" Area

"Within S" Area

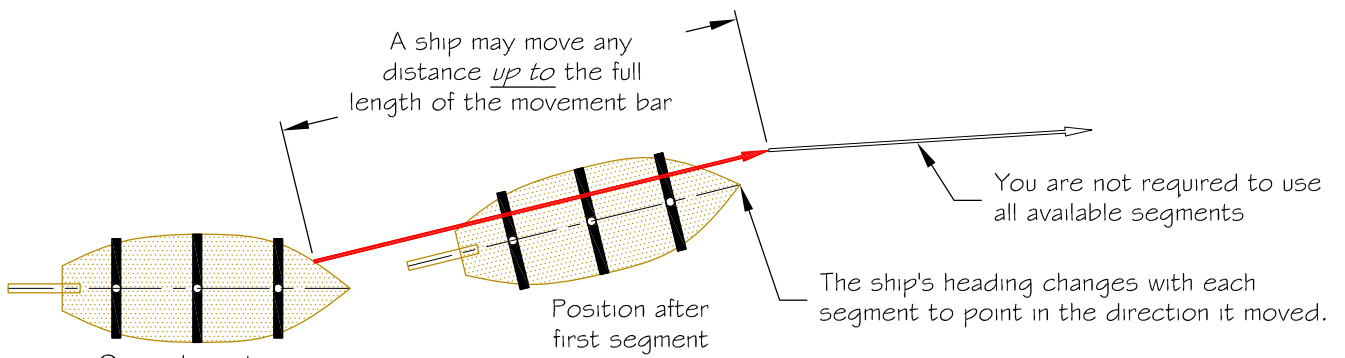
Ability & effect ranges are measured from the outside edge and away from the ship, so "within S/L" does not apply to the ship, its crew, or any other cargo onboard.

Event Token

"Within S" Area

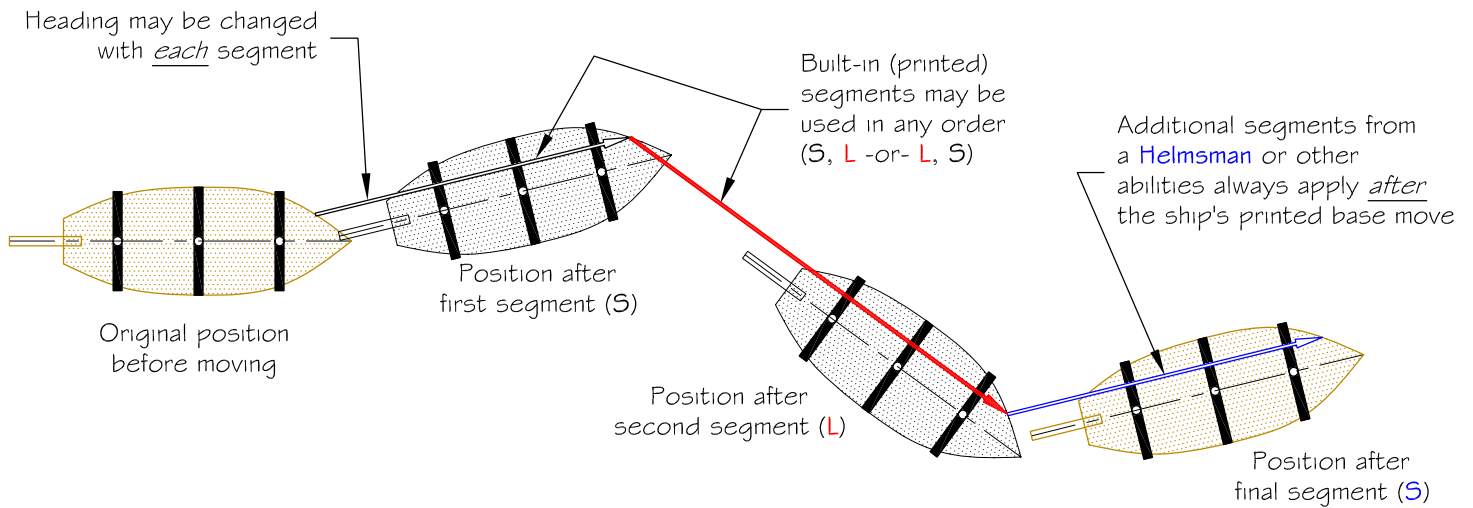
"Within L" Area

## ABILITY & EFFECT RANGES



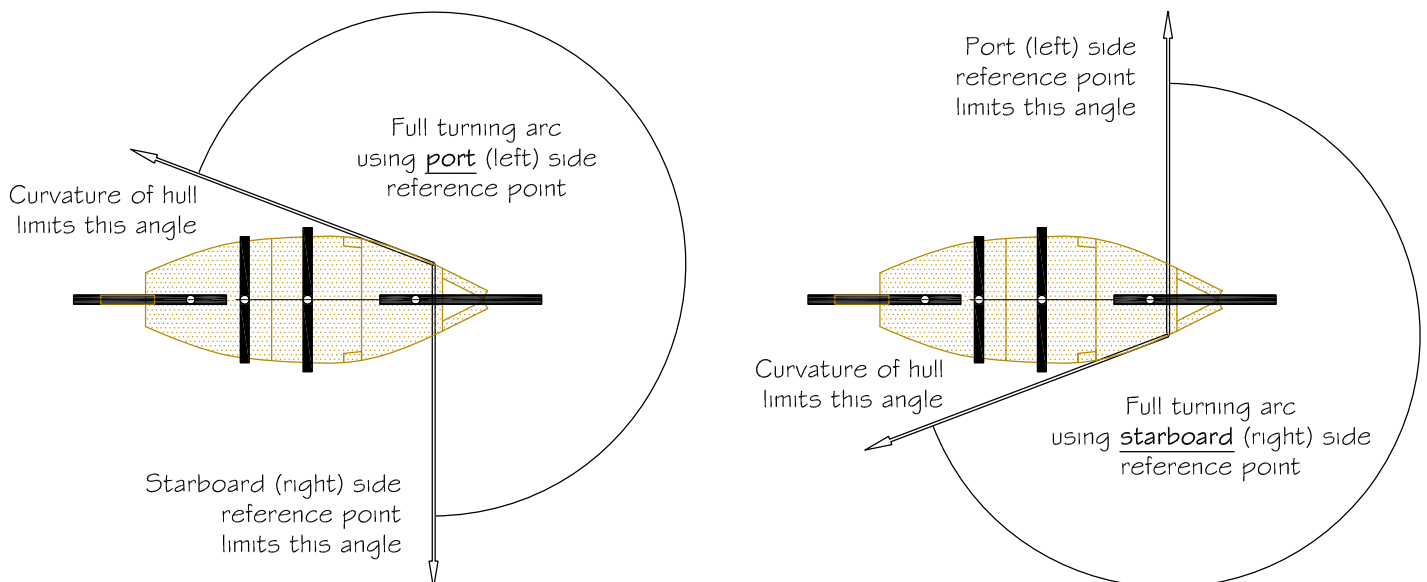
## BASIC MOVEMENT

(Printed base move of S+L)



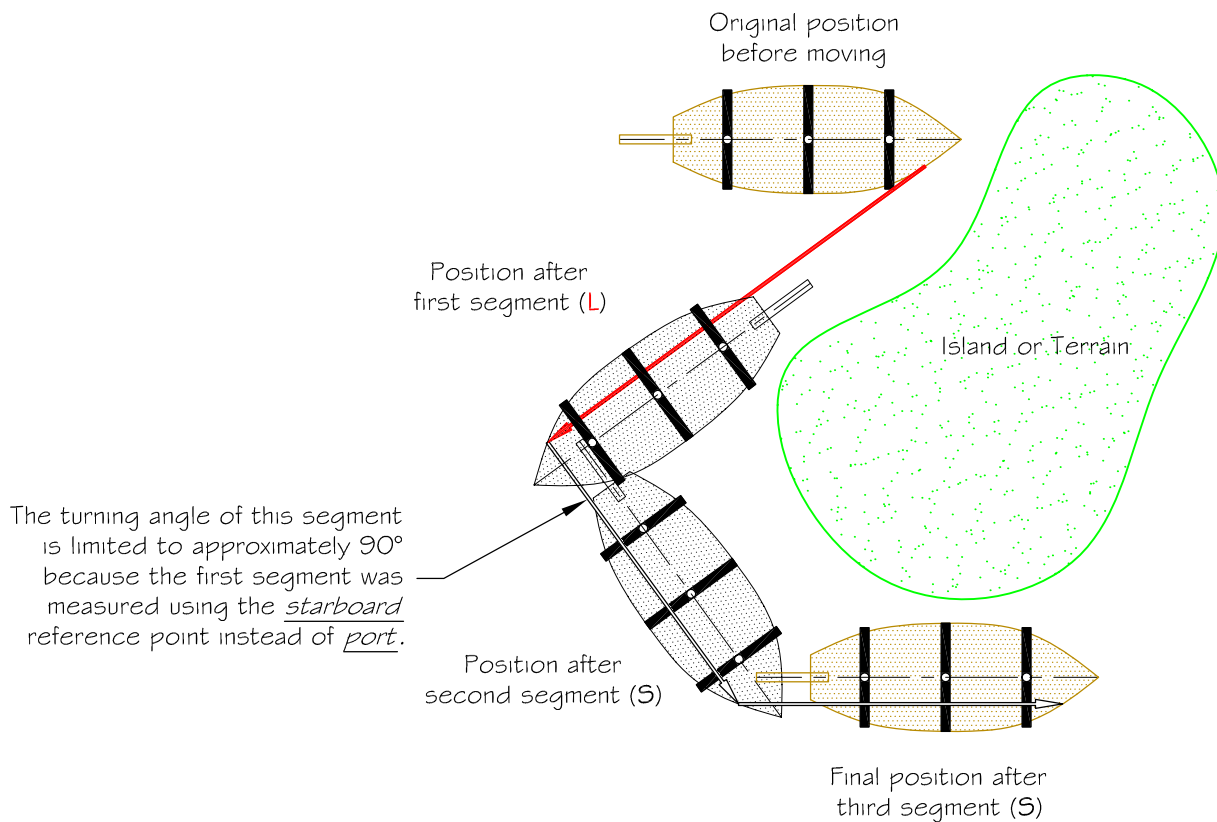
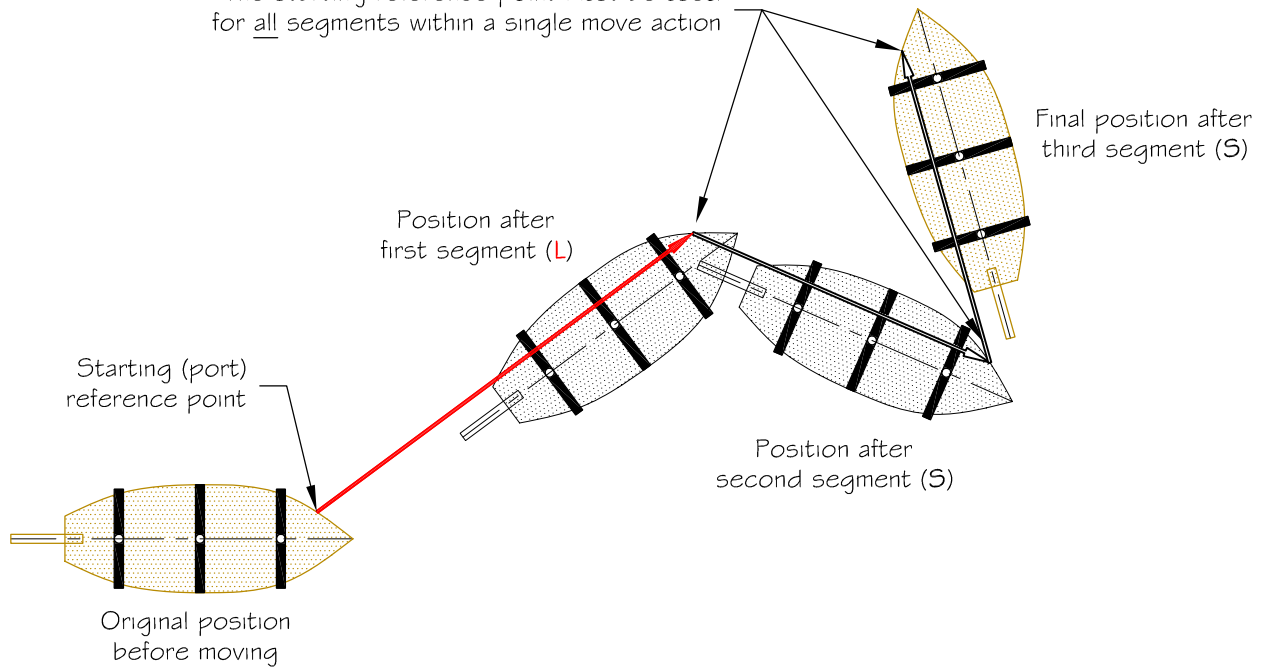
## BASIC COMBINATION MOVE

Printed base move of S+L, plus **Helmsman** bonus

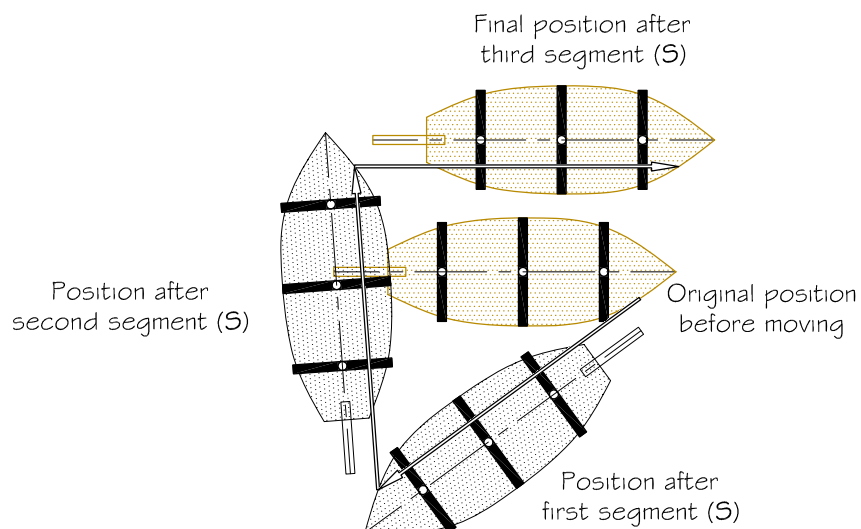


## HEADING CHANGE (TURNING) LIMITS

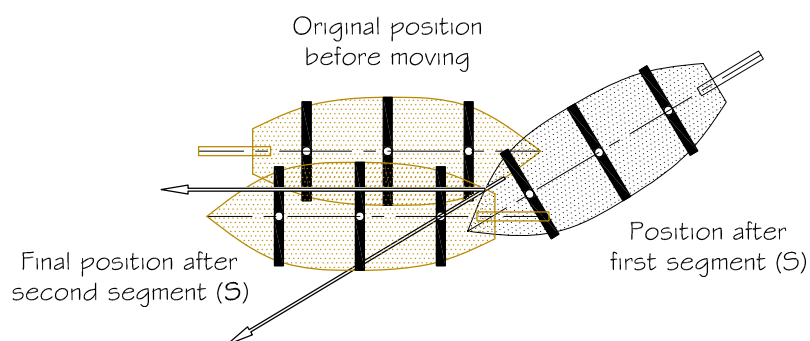
The starting reference point must be used for all segments within a single move action



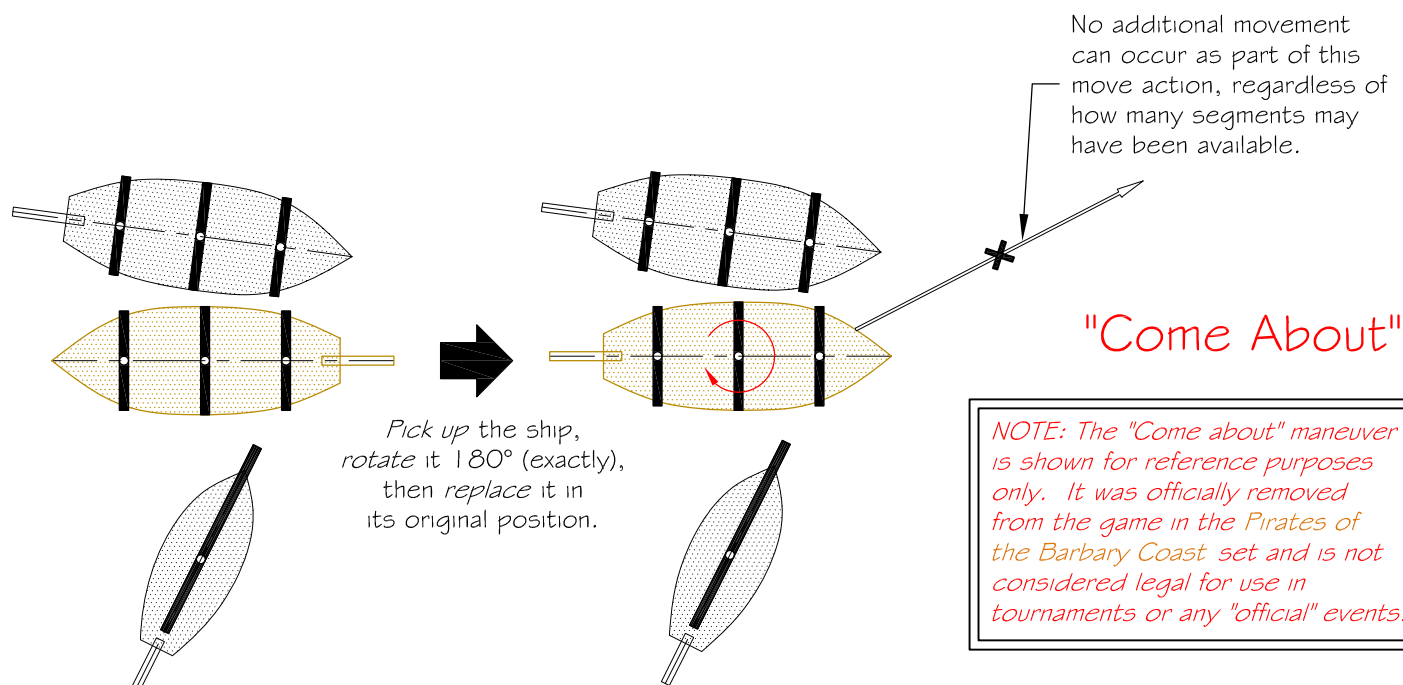
## COMPLEX MOVEMENT



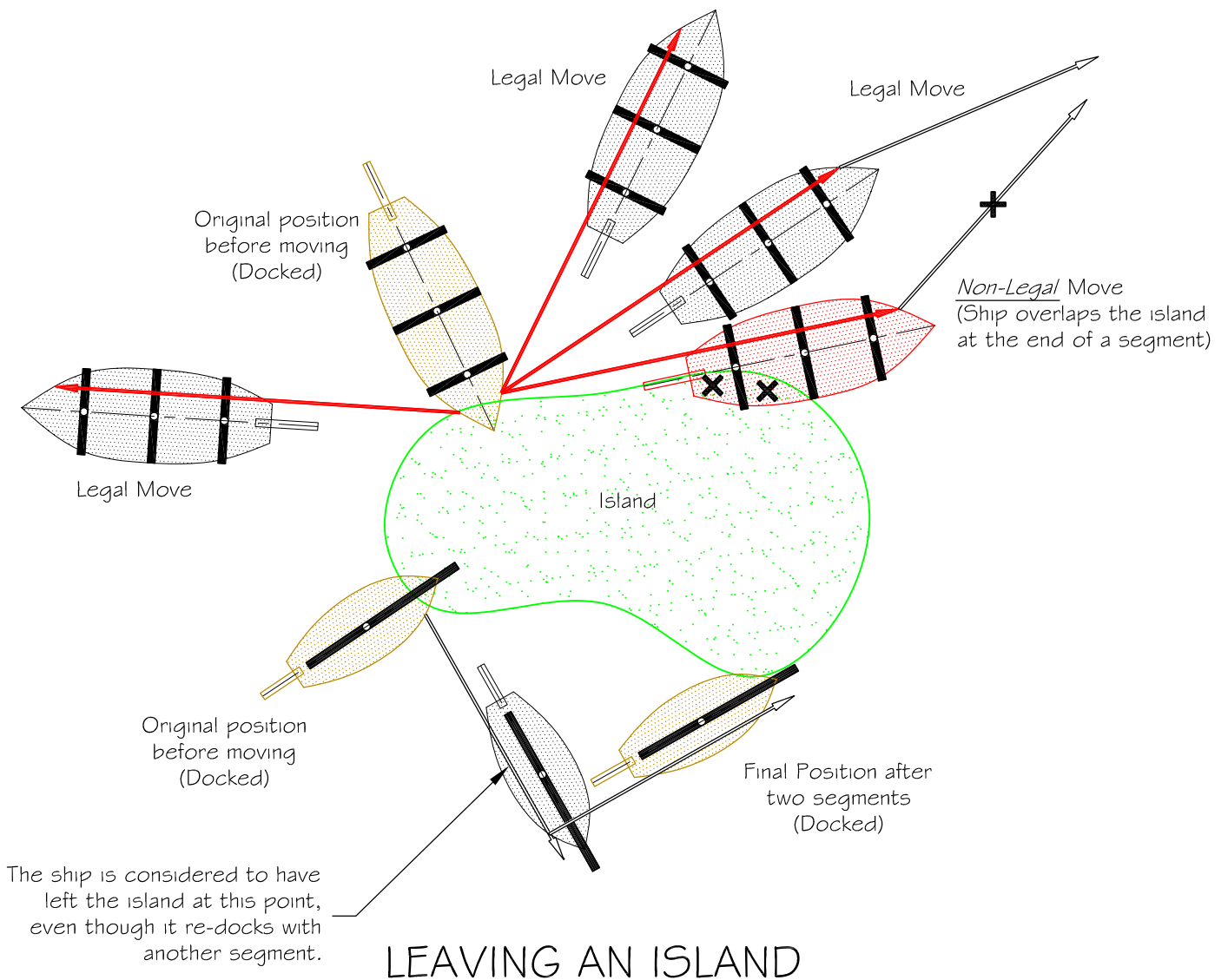
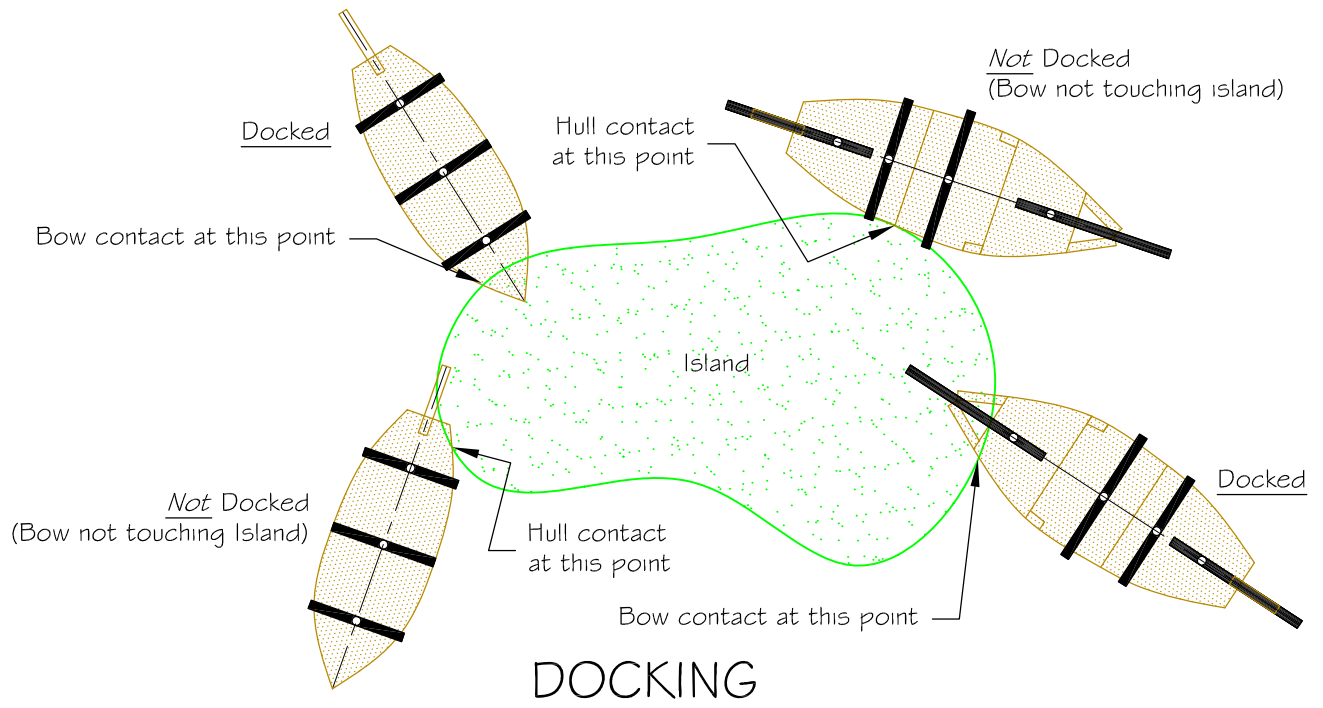
"Sidestep"



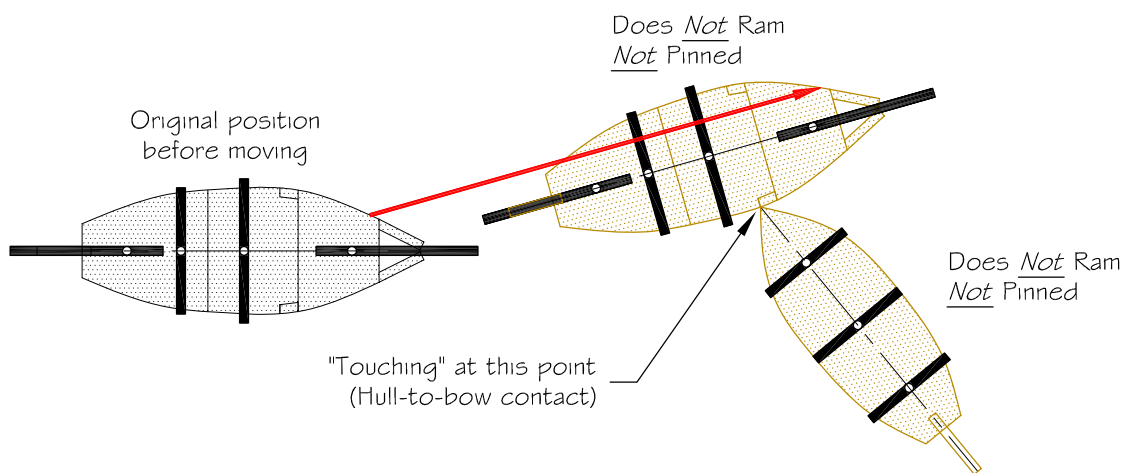
"Reversal"



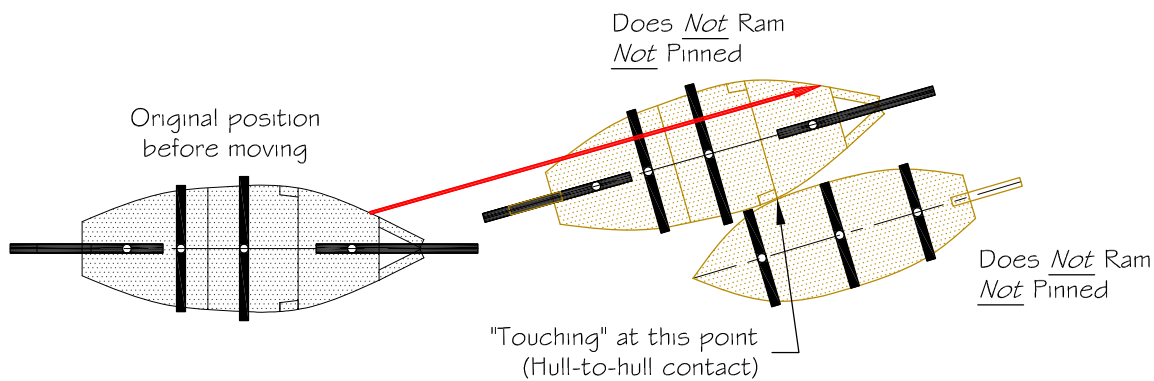
## COMPLEX MOVEMENT (Continued)



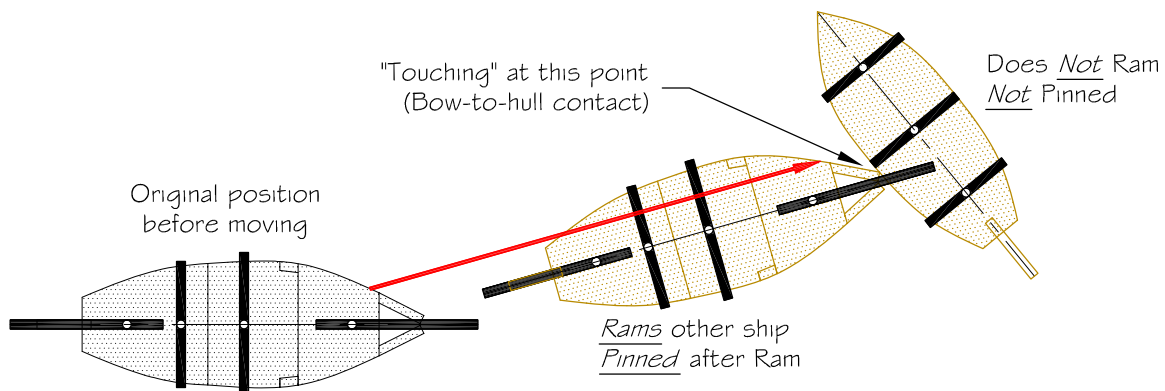
A



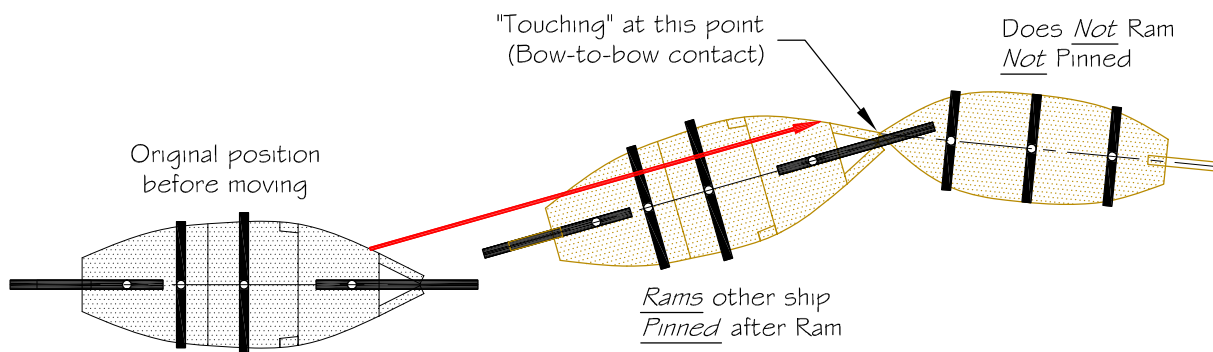
B



C



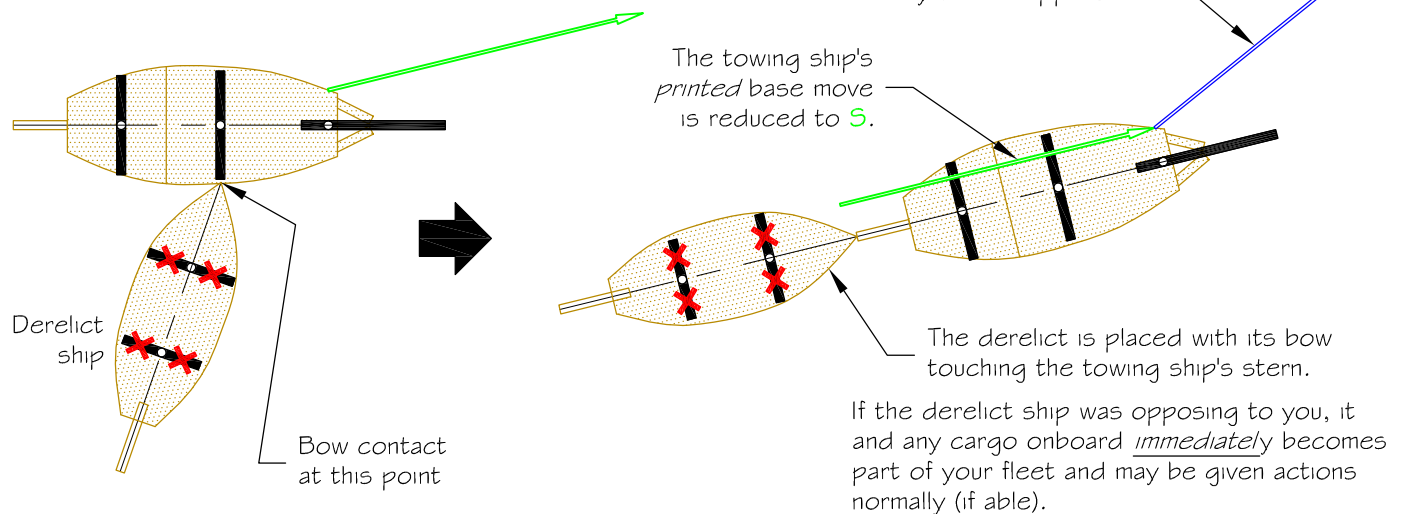
D



## RAMMING & PINNING

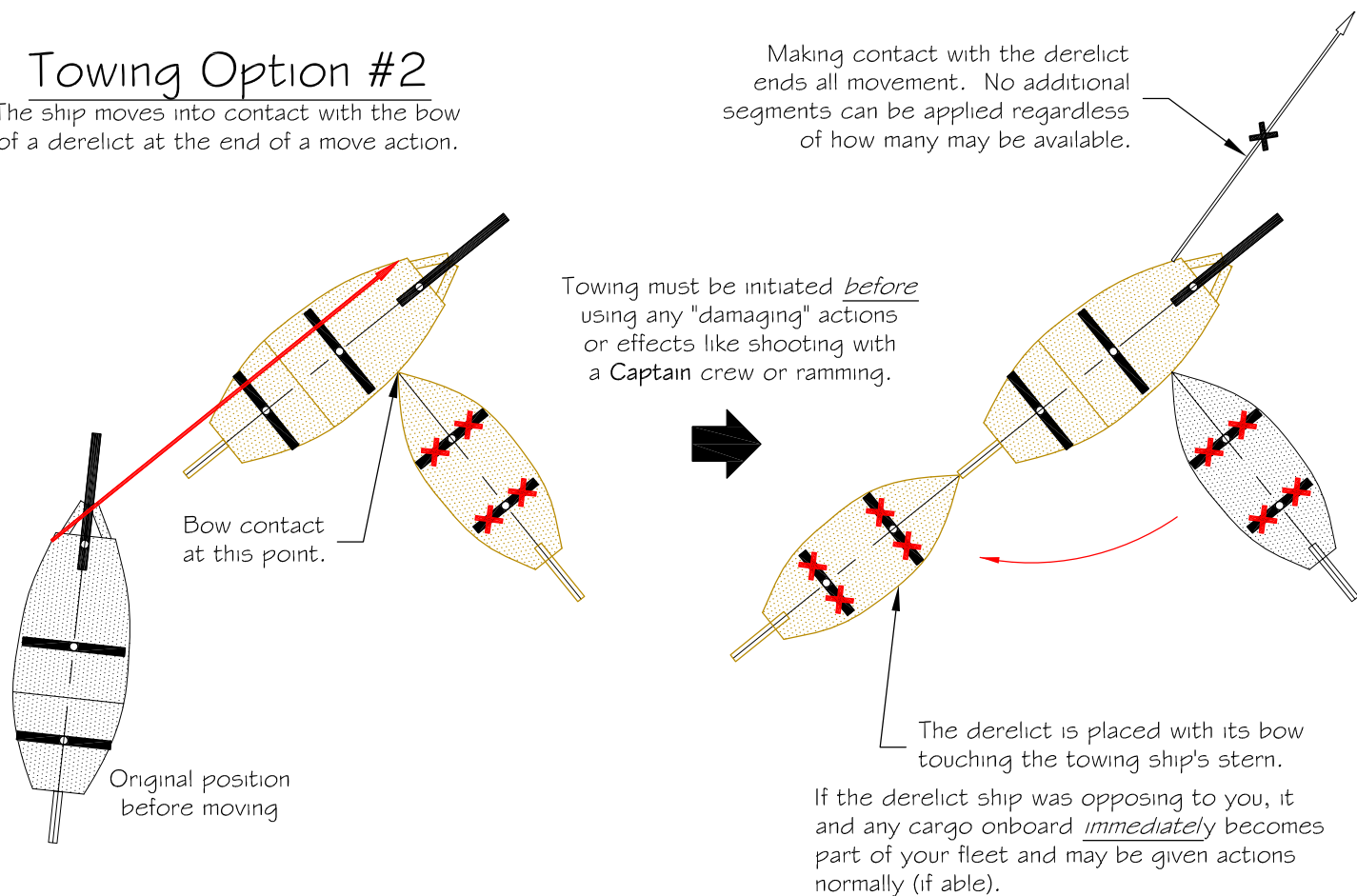
## Towing Option #1

The ship is touching the bow of a derelict when given a move action.



## Towing Option #2

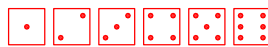
The ship moves into contact with the bow of a derelict at the end of a move action.



## TOWING

REEF

Reef

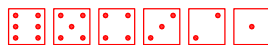


The effects are applied immediately if the ship touches a Reef as part of any movement segment.

The ship may continue moving with any additional segments only if it has not become *derelict* or *wrecked*.

SARGASSO SEA

Sargasso Sea



The effects are applied immediately if the ship touches a Sargasso Sea as part of any movement segment.

The ship may continue moving with any additional segments only if it has not become *entangled*.

FOG BANK

The ship immediately becomes "lost" if it touches a Fog Bank as part of any movement segment.

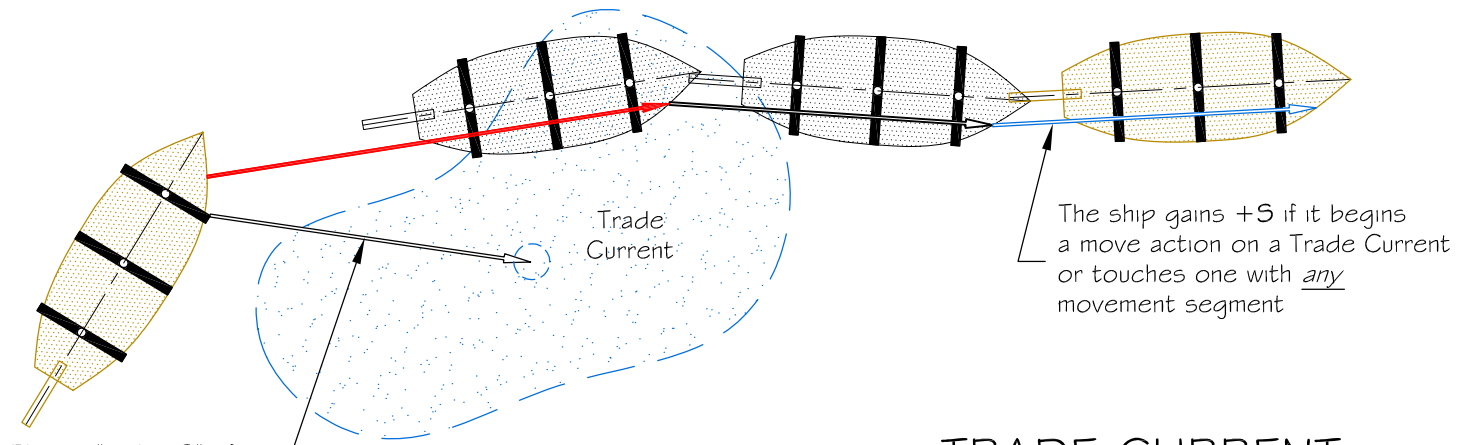
Fog Bank

When a ship becomes "lost", pick it up and place it in the center of the fog bank. If there is insufficient space, place a marker or token to represent it instead.

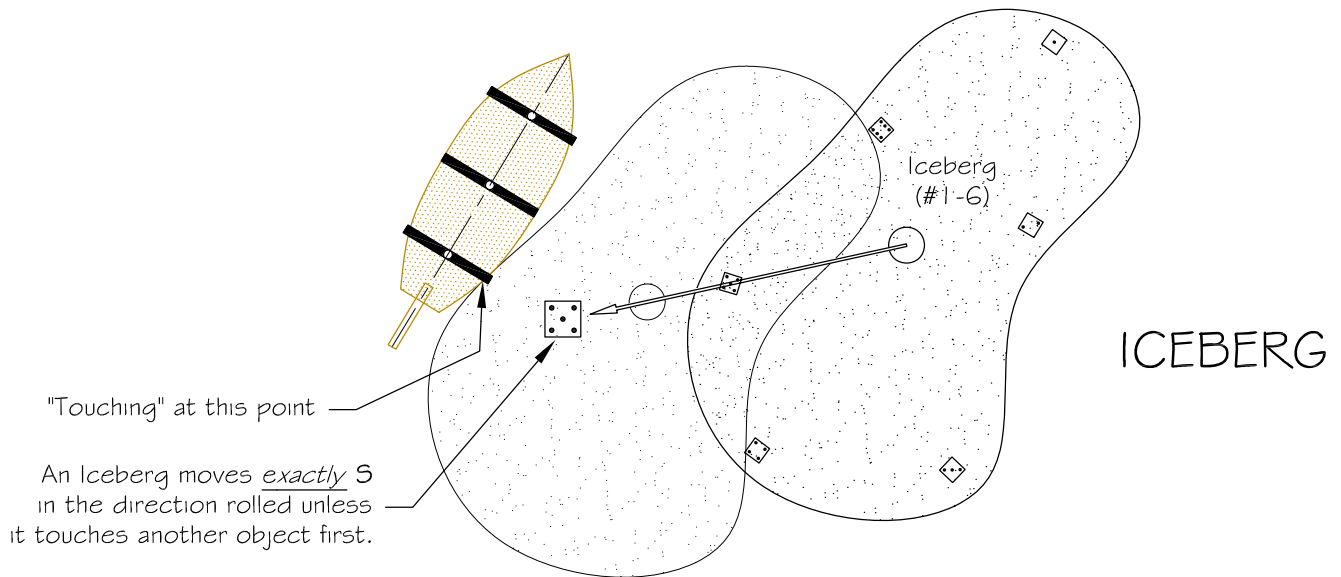
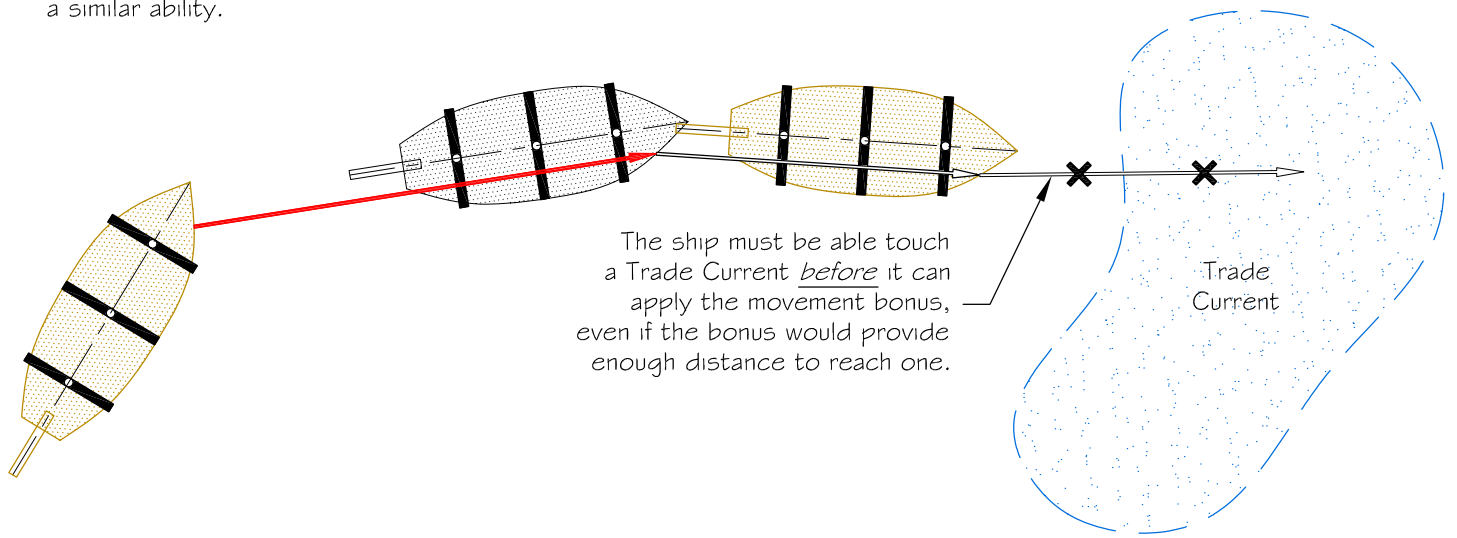
Fog Bank

While "lost" the ship's exact position is unknown, so it cannot be rammed and it cannot have any ranges or lines of fire drawn to it.

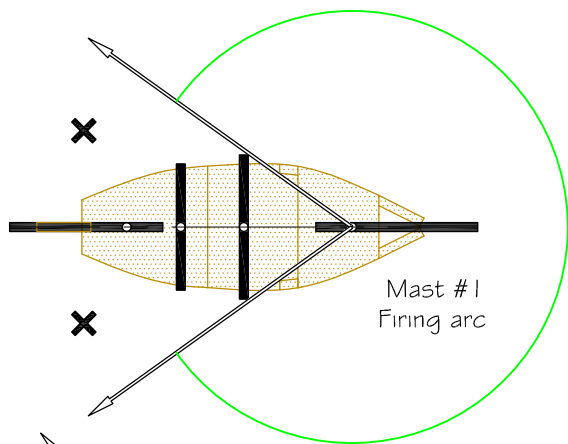
## TERRAIN INTERACTIONS



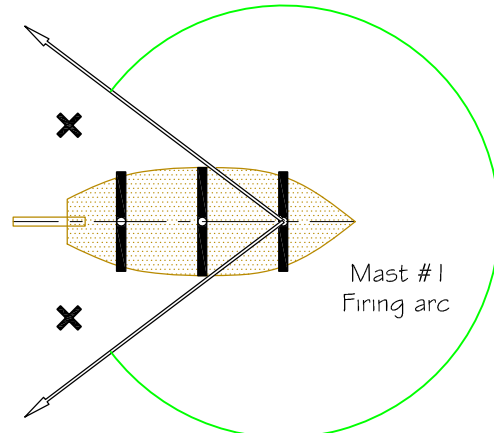
## TRADE CURRENT



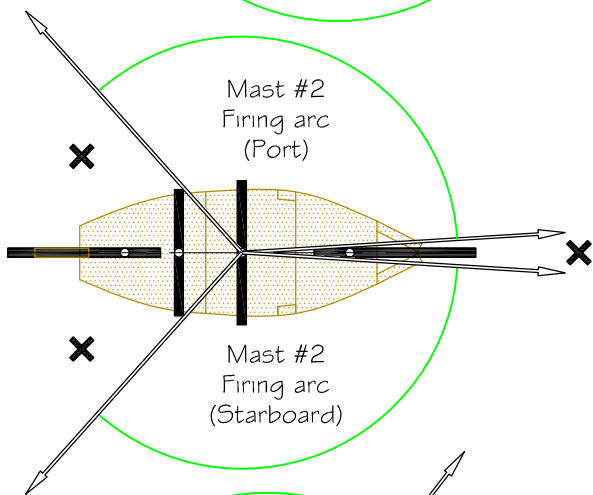
## TERRAIN INTERACTIONS (Continued)



Mast #1  
Firing arc

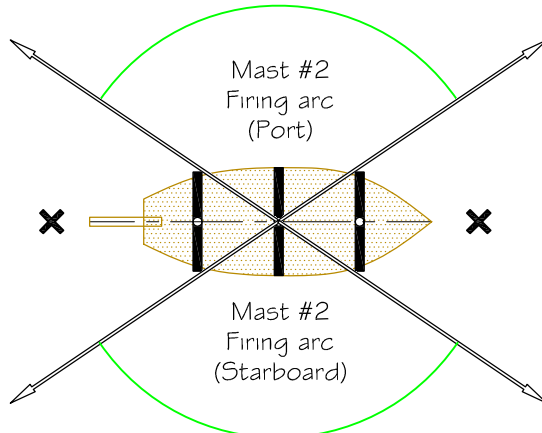


Mast #1  
Firing arc



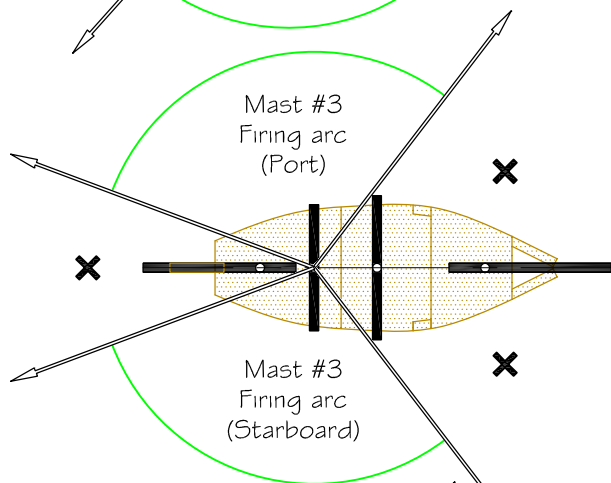
Mast #2  
Firing arc  
(Port)

Mast #2  
Firing arc  
(Starboard)



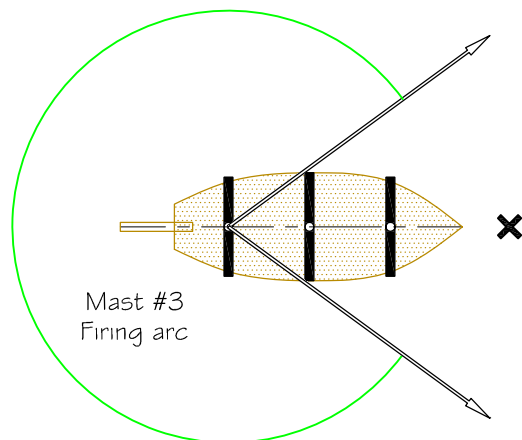
Mast #2  
Firing arc  
(Port)

Mast #2  
Firing arc  
(Starboard)

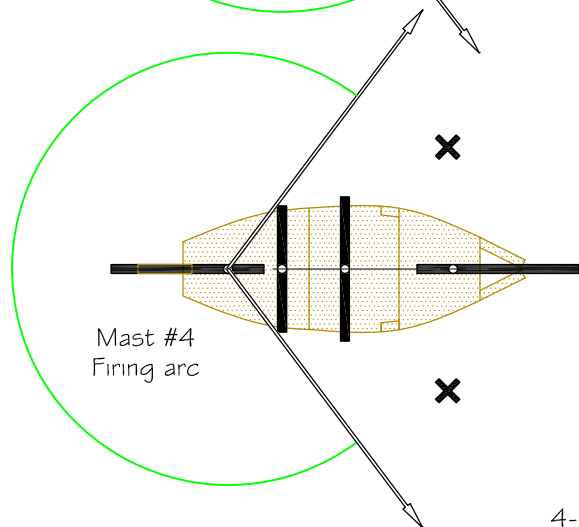


Mast #3  
Firing arc  
(Port)

Mast #3  
Firing arc  
(Starboard)



Mast #3  
Firing arc



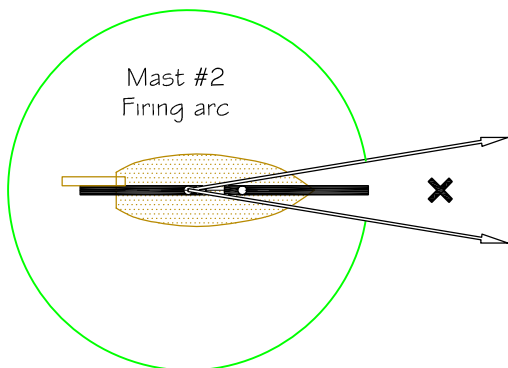
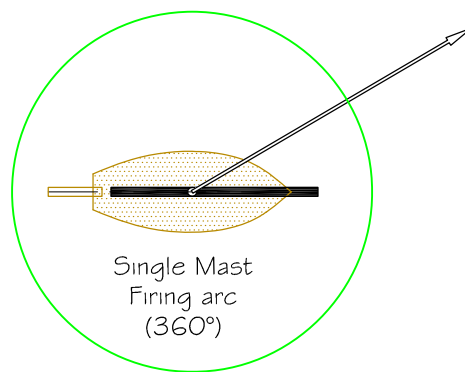
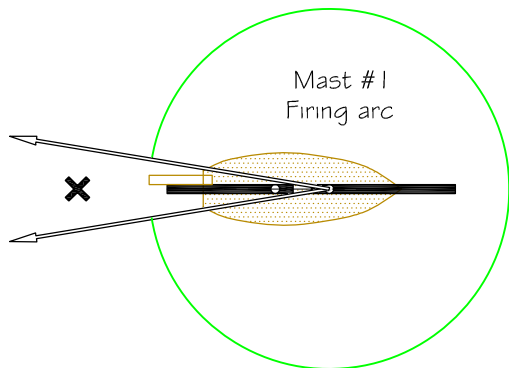
Mast #4  
Firing arc

#### NOTES:

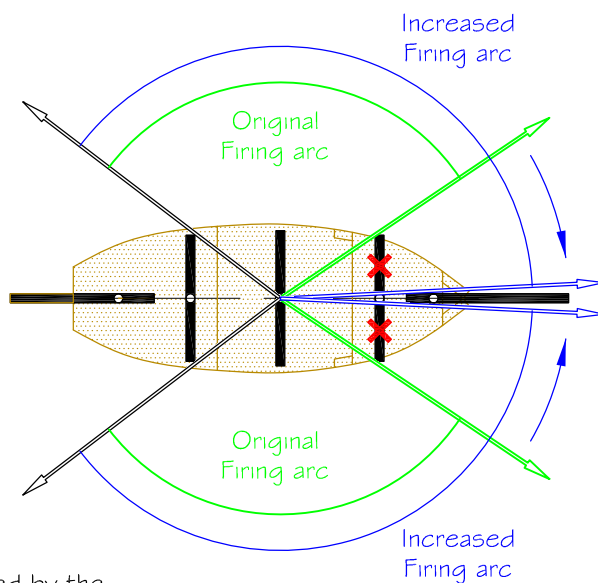
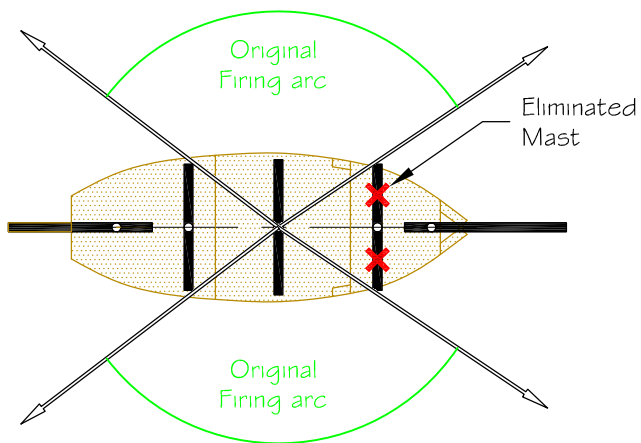
- All firing arcs are determined from a top-down (non-3D) perspective using the widest parts of each mast piece.
- Any gaps or "holes" above, below, or within mast pieces are ignored.
- All measurements are made parallel to the playing surface, mast heights/elevations have no effect.

## FIRING ARCS

4-Mast and 3-Mast-B configurations are shown  
5-Mast, 3-Mast-A, and 2-Mast configurations are similar

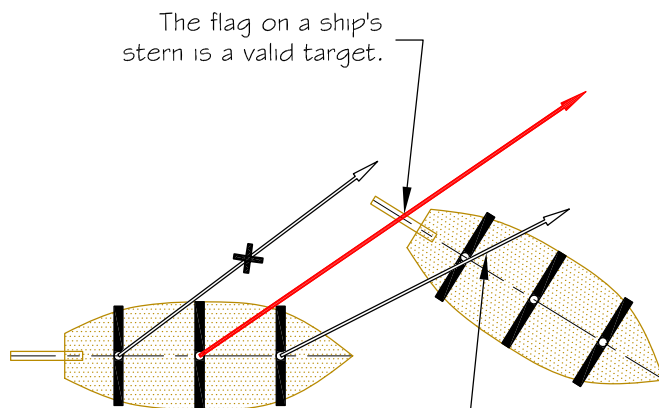
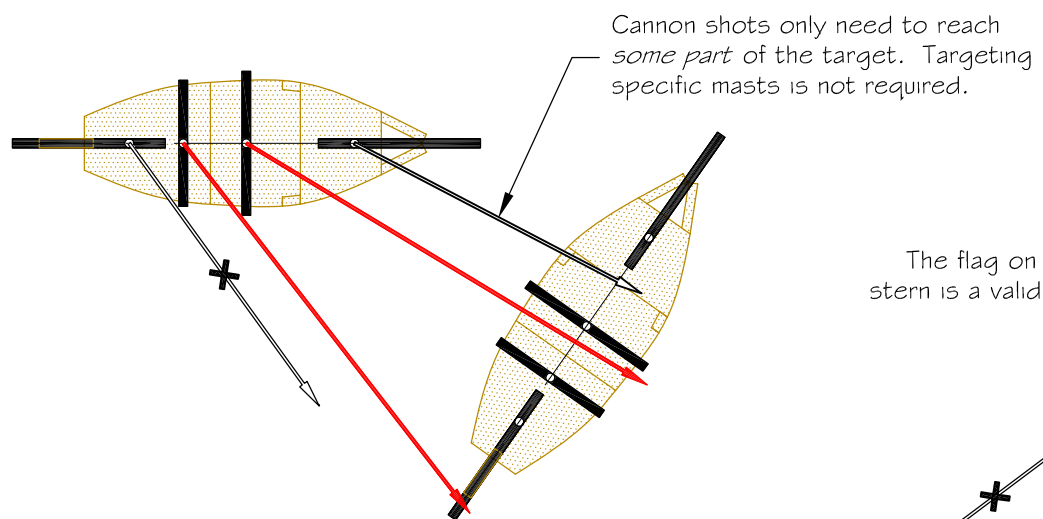


2-Mast "Blockade Runner" and  
1-Mast configurations are shown



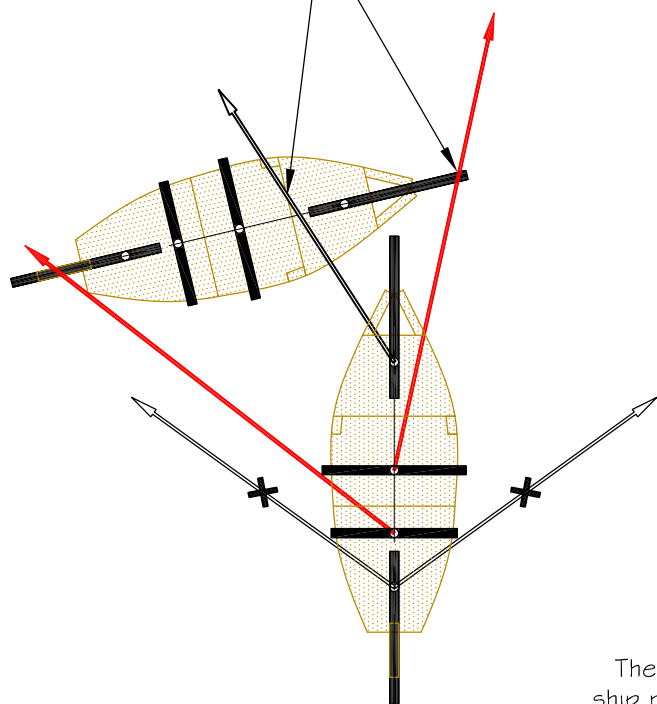
-Firing arcs are always determined by the ship's current condition, so if a mast is eliminated the firing arcs of adjacent masts will typically increase.  
-If a mast is repaired, the adjacent firing arcs return to their original states.

## FIRING ARCS (Continued)

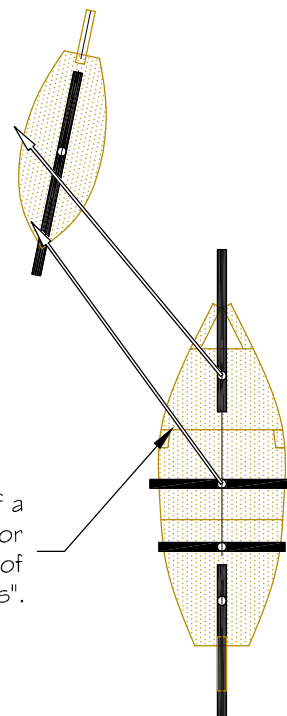


Each cannon may be aimed at a completely different location on the target.

The target may be anywhere *within* the range of the cannon. It does not need to be at *exactly* the range of the cannon.

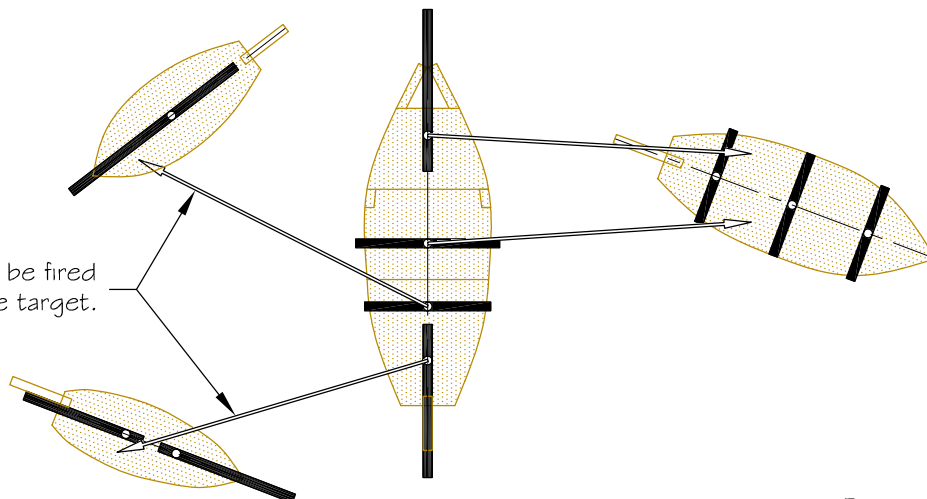


The hull and any raised decks of a ship never block the lines of fire for its own cannons, regardless of their shapes or "elevations".

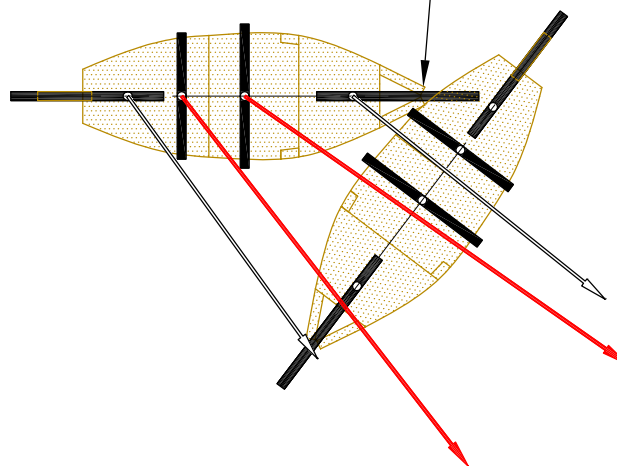


## RANGE & LINE OF FIRE EXAMPLES

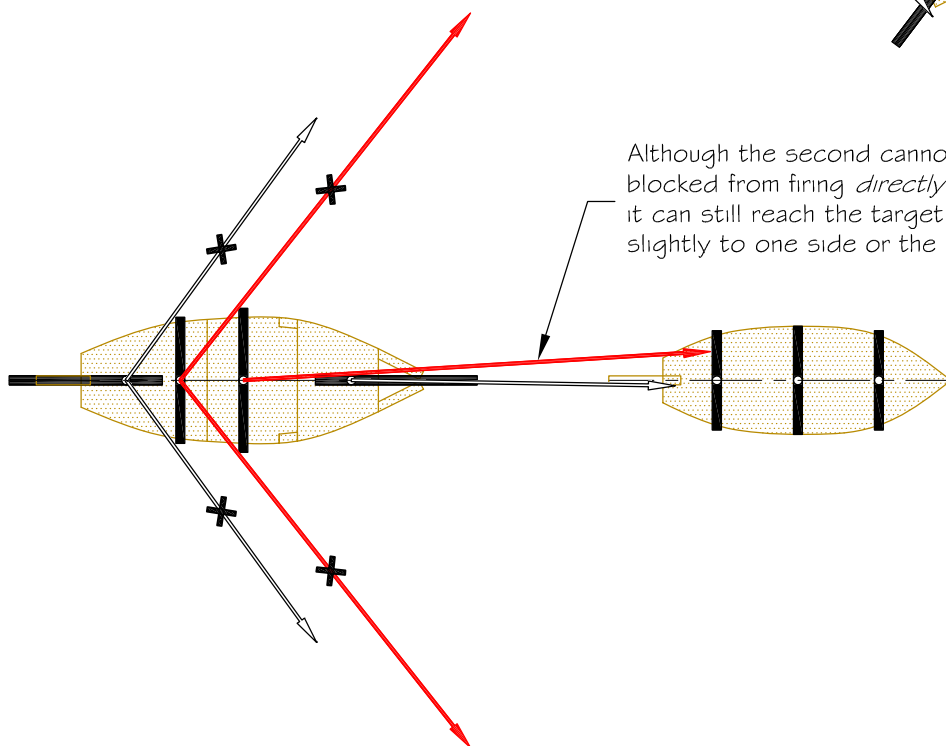
Each cannon may be fired at a separate target.



Pinning (or being pinned) does not prevent shooting.



Although the second cannon is blocked from firing *directly* forward, it can still reach the target by aiming slightly to one side or the other.



## RANGE & LINE OF FIRE EXAMPLES (Continued)