

<p>★Ancestral Memory</p>  <p>Asset</p> <p>Whenever an effect you control would cause one or more nontoken crew to be ejected from anywhere, gain 1☉.</p> <p>REXARD 2021 Winding Road Games 1/109</p>	<p>★Ancestral Memory</p>  <p>Asset</p> <p>Whenever an effect you control would cause one or more nontoken crew to be ejected from anywhere, gain 1☉.</p> <p>REXARD 2021 Winding Road Games 1/109</p>	<p>Fruiting Florathan</p>  <p>Asset</p> <p>Discard a crew you control as an additional cost to play this asset.</p> <p>☠: Gain 2☉.</p> <p><i>It was in you all along.</i></p> <p>REXARD 2021 Winding Road Games 2/109</p>
<p>Fruiting Florathan</p>  <p>Asset</p> <p>Discard a crew you control as an additional cost to play this asset.</p> <p>☠: Gain 2☉.</p> <p><i>It was in you all along.</i></p> <p>REXARD 2021 Winding Road Games 2/109</p>	<p>Offering to Cthalla</p>  <p>Asset - Idol</p> <p>When this asset enters play, stow a card from your discard pile.</p> <p>☠, ☠, eject this asset and a Keeper you control: Put Cthalla into play, a unique 7/5 Leviathan crew token with "Whenever this crew raids, eject the top three cards of the defending player's Hold."</p> <p>REXARD 2021 Winding Road Games 3/109</p>	<p>Offering to Cthalla</p>  <p>Asset - Idol</p> <p>When this asset enters play, stow a card from your discard pile.</p> <p>☠, ☠, eject this asset and a Keeper you control: Put Cthalla into play, a unique 7/5 Leviathan crew token with "Whenever this crew raids, eject the top three cards of the defending player's Hold."</p> <p>REXARD 2021 Winding Road Games 3/109</p>
<p>Offering to Liria</p>  <p>Asset - Idol</p> <p>When this asset enters play, deal 1 damage to your opponent.</p> <p>☠, ☠, eject this asset and a Keeper you control: Put Liria into play, a unique 5/7 Leviathan crew token with "☠: Eject two cards from your opponent's discard pile."</p> <p>REXARD 2021 Winding Road Games 4/109</p>	<p>Offering to Liria</p>  <p>Asset - Idol</p> <p>When this asset enters play, deal 1 damage to your opponent.</p> <p>☠, ☠, eject this asset and a Keeper you control: Put Liria into play, a unique 5/7 Leviathan crew token with "☠: Eject two cards from your opponent's discard pile."</p> <p>REXARD 2021 Winding Road Games 4/109</p>	<p>Offering to Rzeth</p>  <p>Asset - Idol</p> <p>When this asset enters play, put a presence counter on a crew you control.</p> <p>☠, ☠, eject this asset and a Keeper you control: Put Rzeth into play, a unique 6/6 Leviathan crew token with "When this crew enters play, your opponent ejects two cards from their hand at random."</p> <p>REXARD 2021 Winding Road Games 5/109</p>

Offering to Rzeth



Asset - Idol

When this asset enters play, put a presence counter on a crew you control.

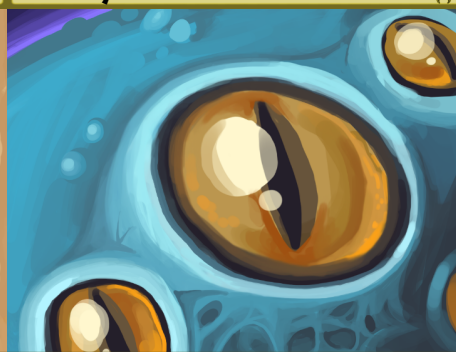
⚙️, eject this asset and a Keeper you control: Put Rzeth into play, a unique 6/6 Leviathan crew token with "When this crew enters play, your opponent ejects two cards from their hand at random."

REXARD

2021 Winding Road Games

5/109

★Psychothan



Asset

Play with the top card of your Hold revealed.

⚙️: Play the top card of your Hold if it's not a Tactic. Use only once each turn.

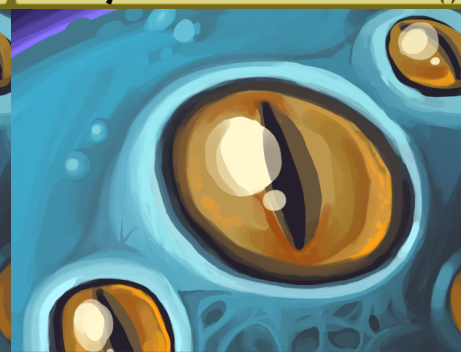
⚡: Play the top card of your Hold if it's a Tactic.

REXARD

2021 Winding Road Games

6/109

★Psychothan



Asset

Play with the top card of your Hold revealed.

⚙️: Play the top card of your Hold if it's not a Tactic. Use only once each turn.

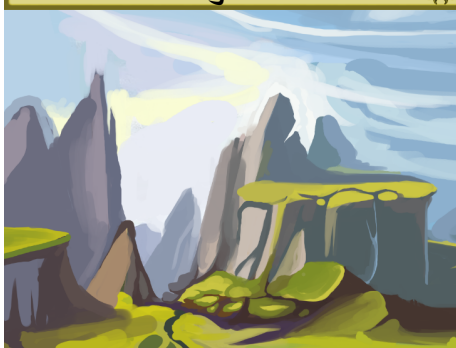
⚡: Play the top card of your Hold if it's a Tactic.

REXARD

2021 Winding Road Games

6/109

Titanbasking



Asset

When each turn begins, if you control a crew with 5 or more presence, gain 1☉.

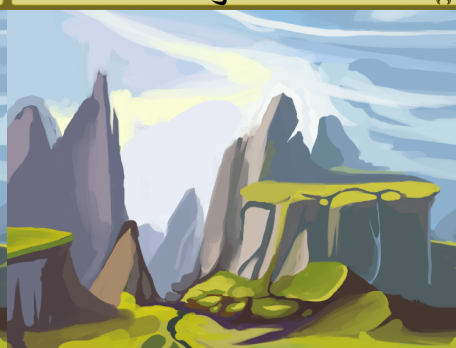
Treasure each opportunity to be near the titans of this world.

REXARD

2021 Winding Road Games

7/109

Titanbasking



Asset

When each turn begins, if you control a crew with 5 or more presence, gain 1☉.

Treasure each opportunity to be near the titans of this world.

REXARD

2021 Winding Road Games

7/109

Agatha Voss



Captain

Whenever a structure you control breaks, you may replace it with a 1/2/3 cannon token named Adjudicator. Use only once per game.

REXARD

2021 Winding Road Games

8/109



Rook Prior



Captain

React - The first time your opponent chooses a crew you control for a Tactic card or effect each turn, you may spend 2☉ to prevent that card or effect from resolving.

REXARD

2021 Winding Road Games

9/109



Vincent Tam



Captain

Whenever you put one or more presence counters on a crew, you may draw a card.

REXARD

2021 Winding Road Games

10/109

Attendant



Crew - Keeper

When this crew enters play, you may search your Hold for an Idol, reveal it, and put it into to your hand.

In times of need, it is said that the Devoted can call forth mighty Leviathans from the maelstrom.

REXARD

2021 Winding Road Games

11/109

Attendant



3

2

Crew - Keeper

When this crew enters play, you may search your Hold for an Idol, reveal it, and put it into your hand.

In times of need, it is said that the Devoted can call forth mighty Leviathans from the maelstrom.

REXARD

2021 Winding Road Games

11/109

Bombard



0

1

Crew

Whenever this crew raids, deal damage to the defending player equal to its presence, then eject it.

When you infuse more power into a form than it can absorb, the results can be explosive.

REXARD

2021 Winding Road Games

12/109

Bombard



0

1

Crew

Whenever this crew raids, deal damage to the defending player equal to its presence, then eject it.

When you infuse more power into a form than it can absorb, the results can be explosive.

REXARD

2021 Winding Road Games

12/109

★Cloudshaker Magnus



4

3

Crew

Lose all unspent ⚡ as an additional cost to play this crew.

Whenever this crew raids or repels, your opponent cannot board until their next turn ends.

REXARD

2021 Winding Road Games

13/109

★Cloudshaker Magnus



4

3

Crew

Lose all unspent ⚡ as an additional cost to play this crew.

Whenever this crew raids or repels, your opponent cannot board until their next turn ends.

REXARD

2021 Winding Road Games

13/109

Cthalla's Mimic



2

1

Crew

As you play this crew, you may spend 2⚡. If you do, it enters play as a copy of another crew you control, except it's still 2/1.

All flesh is pliable in Cthalla's presence.

REXARD

2021 Winding Road Games

14/109

Cthalla's Mimic



2

1

Crew

As you play this crew, you may spend 2⚡. If you do, it enters play as a copy of another crew you control, except it's still 2/1.

All flesh is pliable in Cthalla's presence.

REXARD

2021 Winding Road Games

14/109

Cultivator



0

0

Crew

⚡: Choose another crew in your party. It gets +3 presence until the attempt ends.

REXARD

2021 Winding Road Games

15/109

Cultivator



0

0

Crew

⚡: Choose another crew in your party. It gets +3 presence until the attempt ends.

REXARD

2021 Winding Road Games

15/109

Harbinger



Crew - Keeper

Whenever you play an Idol, if this crew is in your discard pile, you may return this crew to your hand.

For every summoning, a sacrifice.

REXARD 2021 Winding Road Games 16/109

Harbinger



Crew - Keeper

Whenever you play an Idol, if this crew is in your discard pile, you may return this crew to your hand.

For every summoning, a sacrifice.

REXARD 2021 Winding Road Games 16/109

Hulltender



Crew

When this crew enters play, you may use an action on a card you control, reducing the cost by 1.

Devoted bioships swarm with helpers diligently seeing to their needs.

REXARD 2021 Winding Road Games 17/109

Hulltender



Crew

When this crew enters play, you may use an action on a card you control, reducing the cost by 1.

Devoted bioships swarm with helpers diligently seeing to their needs.

REXARD 2021 Winding Road Games 17/109

Lirian Prophet



Crew

The first time a cannon you control unstuns each turn, gain 1 and draw a card.

Followers of Liria apply themselves to predicting the behavior of their bioship's weapons.

REXARD 2021 Winding Road Games 18/109

Lirian Prophet



Crew

The first time a cannon you control unstuns each turn, gain 1 and draw a card.

Followers of Liria apply themselves to predicting the behavior of their bioship's weapons.

REXARD 2021 Winding Road Games 18/109

Ringwarden



Crew

As long as you control an Idol, this crew gets +2 presence.

The ritual must not be interrupted.

REXARD 2021 Winding Road Games 19/109

Ringwarden



Crew

As long as you control an Idol, this crew gets +2 presence.

The ritual must not be interrupted.

REXARD 2021 Winding Road Games 19/109

Rzethite Trainer



Crew

When this crew enters play, put a presence counter on a crew you control.

We must become strong if we are to be worthy of Rzeth's blessings.

REXARD 2021 Winding Road Games 20/109

Rzethite Trainer



Crew

When this crew enters play, put a presence counter on a crew you control.

We must become strong if we are to be worthy of Rzeth's blessings.

REXARD

2021 Winding Road Games

20/109

★Squallbreaker Oros



Crew

Reveal a Devoted card from your hand as an additional cost to play this crew.

React - Whenever you are dealt damage, you may discard a crew you control with 5 or more presence to reduce it by 3.

REXARD

2021 Winding Road Games

21/109

★Squallbreaker Oros



Crew

Reveal a Devoted card from your hand as an additional cost to play this crew.

React - Whenever you are dealt damage, you may discard a crew you control with 5 or more presence to reduce it by 3.

REXARD

2021 Winding Road Games

21/109

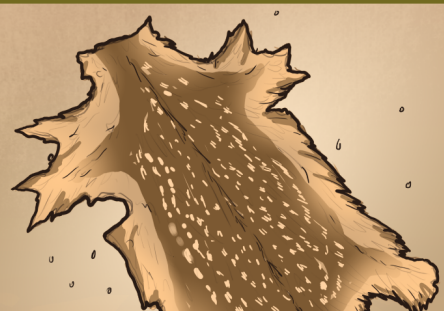
3 Dust Membrane



Emplacement - Structure

When this structure breaks, gain 3⊙.

Bioship engineers can coax the outer layers of young vessels to grow around caches of powder, creating useful reserves.



REXARD

2021 Winding Road Games

22/109

2 Gigaphage



Emplacement - Structure

Whenever you repel, eject a crew in the boarding party. If you do, gain 1 ⊙ and shuffle a Shield into your Hold.

When this structure breaks, gain ⚙ when your next turn begins.



REXARD

2021 Winding Road Games

23/109

3 Growth Chamber



Emplacement - Structure

⚙: Put a presence counter on a crew you control. Use only once each turn. When this structure breaks, put a 0/0 Leviathan crew token into play, in reserve, then put a presence counter on it.



REXARD

2021 Winding Road Games

24/109

4 Incubating Behemoth



Emplacement - Structure

When your turn begins, put a presence counter on this structure. If there are four or more presence counters on this structure, you may break it.

When this structure breaks, put a 0/0 Leviathan crew token into play, in reserve. Move all presence counters from this structure to that crew.

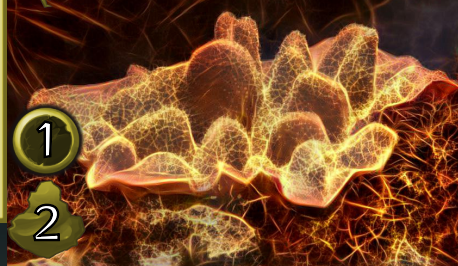


REXARD

2021 Winding Road Games

25/109

3



Infestor



Emplacement - Cannon

Whenever this cannon breaches, put a presence counter on a crew your opponent controls.

Trevor Gannicott

2021 Winding Road Games

26/109

5



Snapdragon



Emplacement - Cannon

⚙, eject a crew from your discard pile: Put a counter on this cannon. This cannon gets +1 cost and +2 power for each counter on it.

REXARD

2021 Winding Road Games

27/109



Striking Tentacle



Emplacement - Cannon

Whenever this cannon breaches, you may flip it.

Bioships can grow an impressive diversity of weaponry.

Trevor Gannicott

2021 Winding Road Games

28/109

2 Constricting Tentacle

Emplacement - Structure

Your opponent gets -4 maximum hand size.

It's hard to think with a giant tentacle steering your ship.



REXARD

2021 Winding Road Games

28/109

Absorb

Tactic Maneuver

While boarding, eject up to three cards from the defending player's discard pile. Gain 1 for each card ejected this way.

REXARD

2021 Winding Road Games

29/109

Absorb

Tactic Maneuver

While boarding, eject up to three cards from the defending player's discard pile. Gain 1 for each card ejected this way.

REXARD

2021 Winding Road Games

29/109

Ascension Ritual

Maneuver

Spend as an additional cost to play this maneuver.

Double the number of counters on a card you control.

REXARD

2021 Winding Road Games

30/109

Ascension Ritual

Maneuver

Spend as an additional cost to play this maneuver.

Double the number of counters on a card you control.

REXARD

2021 Winding Road Games

30/109

Awestruck

Tactic Maneuver

Choose a crew in your party. Move each crew with less presence than the chosen crew to reserve.

REXARD

2021 Winding Road Games

31/109

Awestruck

Tactic Maneuver

Choose a crew in your party. Move each crew with less presence than the chosen crew to reserve.

REXARD

2021 Winding Road Games

31/109

Call the Faithful

Maneuver

Put a 1/1 Deckhand crew token into play for each nontoken crew you control.

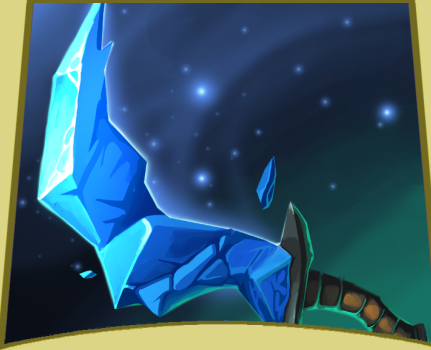
You are called to honor your vows today.

REXARD

2021 Winding Road Games

32/109

Call the Faithful



Maneuver

Put a 1/1 Deckhand crew token into play for each nontoken crew you control.

You are called to honor your vows today.

REXARD

2021 Winding Road Games

32/109

Dissolve



Tactic Maneuver

Choose a crew with 2 or less presence in your opponent's party. Eject it.

As if you never were.

REXARD

2021 Winding Road Games

33/109

Dissolve



Tactic Maneuver

Choose a crew with 2 or less presence in your opponent's party. Eject it.

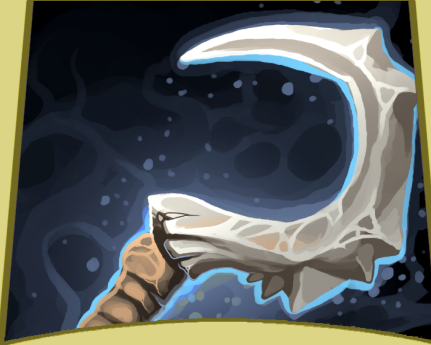
As if you never were.

REXARD

2021 Winding Road Games

33/109

Harvest Ritual



Maneuver

Play only if all cannons you control are stunned.

Gain powder equal to the highest cost among cannons you control.

REXARD

2021 Winding Road Games

34/109

Harvest Ritual



Maneuver

Play only if all cannons you control are stunned.

Gain powder equal to the highest cost among cannons you control.

REXARD

2021 Winding Road Games

34/109

Hip Toss



Tactic Maneuver

Choose a crew your opponent controls with less presence than a crew in your party. Return the chosen crew to its captain's hand.

REXARD

2021 Winding Road Games

35/109

Hip Toss



Tactic Maneuver

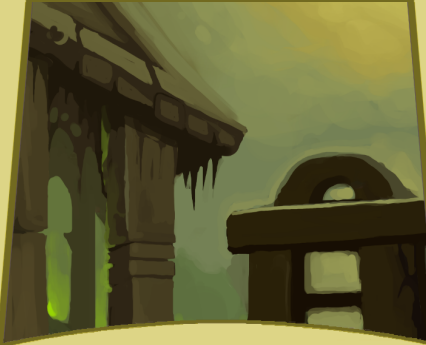
Choose a crew your opponent controls with less presence than a crew in your party. Return the chosen crew to its captain's hand.

REXARD

2021 Winding Road Games

35/109

Inspired by Giants



Maneuver

Draw cards equal to the highest presence among crew you control.

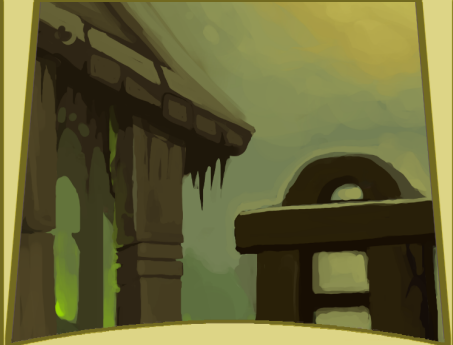
We have much to learn from the Leviathans, harsh as their lessons may be.

REXARD

2021 Winding Road Games

36/109

Inspired by Giants



Maneuver

Draw cards equal to the highest presence among crew you control.

We have much to learn from the Leviathans, harsh as their lessons may be.

REXARD

2021 Winding Road Games

36/109

Pile On



Tactic Maneuver

Play a crew with 3 or less presence from your hand.

The Devoted are legion.

Pile On



Tactic Maneuver

Play a crew with 3 or less presence from your hand.

The Devoted are legion.

Rally



Maneuver

Board, choosing this card as your raid token.

If you raid, choose a crew in your party. Move it to reserve when the attempt ends.

Rally



Maneuver

Board, choosing this card as your raid token.

If you raid, choose a crew in your party. Move it to reserve when the attempt ends.

Repurpose



Maneuver

Break an emplacement you control with X durability as an additional cost to play this maneuver.

Choose one:

- Shuffle X Shields into your Hold.
- Distribute X presence counters among crew you control.

Repurpose



Maneuver

Break an emplacement you control with X durability as an additional cost to play this maneuver.

Choose one:

- Shuffle X Shields into your Hold.
- Distribute X presence counters among crew you control.

Resilience Ritual



Tactic Maneuver

While defending with one or more crew, if the boarding party has more presence than your party, gain powder equal to the difference.

Resilience Ritual



Tactic Maneuver

While defending with one or more crew, if the boarding party has more presence than your party, gain powder equal to the difference.

Antennae Flechette



Special Ammo

Whenever this cannon breaches, draw cards until you have the same number of cards in your hand as your opponent, then they discard a card from their hand at random.



Antennae Flechette



Special Ammo

Whenever this cannon breaches, draw cards until you have the same number of cards in your hand as your opponent, then they discard a card from their hand at random.

2

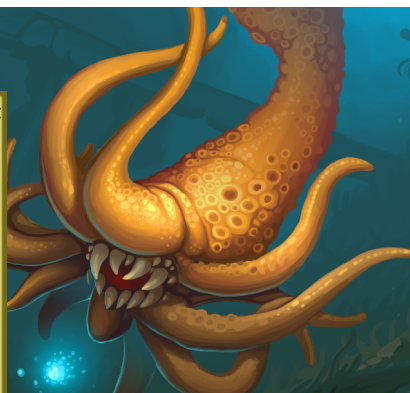
REXARD

2021 Winding Road Games

41/109



Cloning Tendrils



Special Ammo

Whenever this cannon breaches, choose a crew discarded by the damage. Put a crew token that's a copy of the chosen crew into play.

2

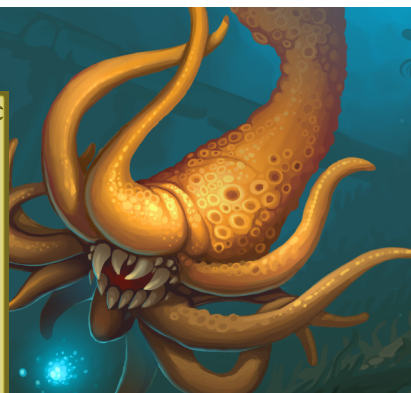
REXARD

2021 Winding Road Games

42/109



Cloning Tendrils



Special Ammo

Whenever this cannon breaches, choose a crew discarded by the damage. Put a crew token that's a copy of the chosen crew into play.

2

REXARD

2021 Winding Road Games

42/109



Griphook



Special Ammo

Whenever this cannon breaches, you may **board**, spending 2☉ less.

2

A simple, cost effective method to stabilize the gangplank.

REXARD

2021 Winding Road Games

43/109



Griphook



Special Ammo

Whenever this cannon breaches, you may **board**, spending 2☉ less.

2

A simple, cost effective method to stabilize the gangplank.

REXARD

2021 Winding Road Games

43/109



Sporenade



Special Ammo

Whenever this cannon breaches, distribute that many presence counters among crew you control.

2

REXARD

2021 Winding Road Games

44/109



Sporenade



Special Ammo

Whenever this cannon breaches, distribute that many presence counters among crew you control.

2

REXARD

2021 Winding Road Games

44/109

1

Adjudicator

2

3

Token Emplacement - Cannon



★Cthalla

7

Token Crew - Leviathan

5

Whenever this crew raids, eject the top three cards of the defending player's Hold.

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46/109

Trevor Gannicott

2021 Winding Road Games

45/109



REXARD 2021 Winding Road Games 47/109

REXARD 2021 Winding Road Games 47/109

REXARD 2021 Winding Road Games 48/109



REXARD 2021 Winding Road Games 49/109

REXARD 2021 Winding Road Games 50/109

REXARD 2021 Winding Road Games 50/109



REXARD 2021 Winding Road Games 51/109

REXARD 2021 Winding Road Games 51/109

REXARD 2021 Winding Road Games 52/109

Banshee



1

1

Crew - Shade

☠: Each player discards a card from their hand. Use only once each turn.

Its wailing falls on dead ears.

REXARD

2021 Winding Road Games

53/109

Banshee



1

1

Crew - Shade

☠: Each player discards a card from their hand. Use only once each turn.

Its wailing falls on dead ears.

REXARD

2021 Winding Road Games

53/109

Grave Gunner



2

3

Crew

Whenever this crew raids, you may fire an unstunned cannon you control.

Vengeful - If you discard this card from your Hold, deal 1 damage to your opponent.

REXARD

2021 Winding Road Games

54/109

Grave Gunner



2

3

Crew

Whenever this crew raids, you may fire an unstunned cannon you control.

Vengeful - If you discard this card from your Hold, deal 1 damage to your opponent.

REXARD

2021 Winding Road Games

54/109

Amnesia



Maneuver

Play only if you control a Curse.

Until your next turn begins, whenever a card your opponent is the captain of would be stowed, discard it instead.

REXARD

2021 Winding Road Games

55/109

Amnesia



Maneuver

Play only if you control a Curse.

Until your next turn begins, whenever a card your opponent is the captain of would be stowed, discard it instead.

REXARD

2021 Winding Road Games

55/109

Ancient Power



Tactic Maneuver

Spend X☉ as an additional cost to play this maneuver.

Choose a crew. It gets +X presence until the attempt ends.

REXARD

2021 Winding Road Games

56/109

Ancient Power



Tactic Maneuver

Spend X☉ as an additional cost to play this maneuver.

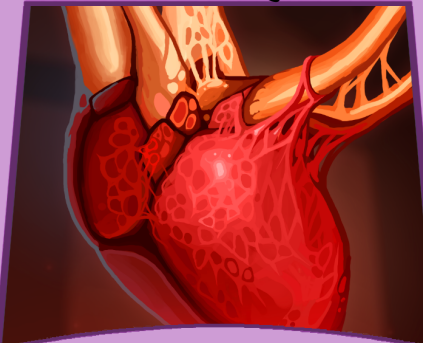
Choose a crew. It gets +X presence until the attempt ends.

REXARD

2021 Winding Road Games

56/109

Dread Channeling



Maneuver

Play only if you control a Curse.

Deal 1 damage to your opponent, draw a card and gain 1☉.

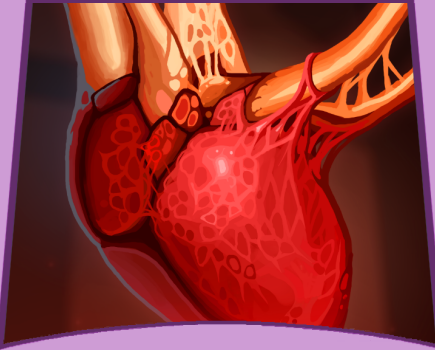
Whenever you play a Curse, if this card is in your discard pile, you may return it to your hand.

REXARD

2021 Winding Road Games

57/109

Dread Channeling



Maneuver

Play only if you control a Curse.

Deal 1 damage to your opponent, draw a card and gain 1.

Whenever you play a Curse, if this card is in your discard pile, you may return it to your hand.

REXARD

2021 Winding Road Games

57/109

Fan the Flames



Maneuver

Board, choosing this card as your raid token.

If you raid, set two Fires on the defending player's ship, then deal damage to them equal to the number of Fires on their ship.

REXARD

2021 Winding Road Games

58/109

Fan the Flames



Maneuver

Board, choosing this card as your raid token.

If you raid, set two Fires on the defending player's ship, then deal damage to them equal to the number of Fires on their ship.

REXARD

2021 Winding Road Games

58/109

Smoke in the Eyes



Maneuver

Play only if there is at least one Fire on your opponent's ship.

Your opponent discards two cards from their hand.

REXARD

2021 Winding Road Games

59/109

Smoke in the Eyes



Maneuver

Play only if there is at least one Fire on your opponent's ship.

Your opponent discards two cards from their hand.

REXARD

2021 Winding Road Games

59/109

Vex



Tactic Maneuver

Return a crew with odd presence in a party to its captain's hand. (0 is not odd).

Vengeful - If you discard this card from your Hold, put it into your hand.

REXARD

2021 Winding Road Games

60/109

Vex



Tactic Maneuver

Return a crew with odd presence in a party to its captain's hand. (0 is not odd).

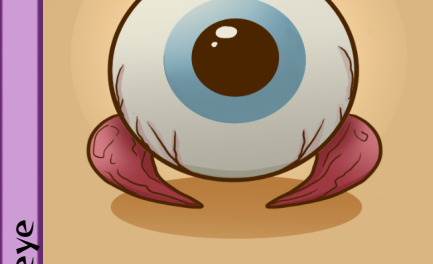
Vengeful - If you discard this card from your Hold, put it into your hand.

REXARD

2021 Winding Road Games

60/109

Demoneye



Special Ammo

Whenever this cannon breaches, set two Fires on your opponent's ship for each nonmaneuver discarded by the damage.

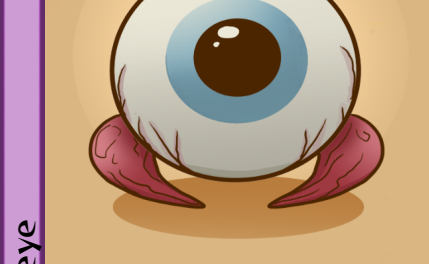
2

REXARD

2021 Winding Road Games

61/109

Demoneye



Special Ammo

Whenever this cannon breaches, set two Fires on your opponent's ship for each nonmaneuver discarded by the damage.

2

REXARD

2021 Winding Road Games

61/109

Firing Tubes



Asset

Recon Set. (Limit 1 Set per deck).

When your cannon phase begins, choose a cannon you control. It gets +1 cost and +1 power until the turn ends.

REXARD

2021 Winding Road Games

62/109

Firing Tubes



Asset

Recon Set. (Limit 1 Set per deck).

When your cannon phase begins, choose a cannon you control. It gets +1 cost and +1 power until the turn ends.

REXARD

2021 Winding Road Games

62/109

★Flight School



Asset

When your turn begins, if this asset has three operators, put a presence counter on each and unassign them.

⚙️: Operate 1 (Limit 3 operators). Play up to one special ammo from your hand and gain 1☉.

REXARD

2021 Winding Road Games

63/109

★Flight School



Asset

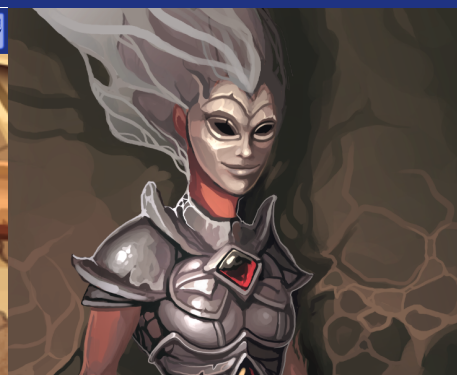
When your turn begins, if this asset has three operators, put a presence counter on each and unassign them.

⚙️: Operate 1 (Limit 3 operators). Play up to one special ammo from your hand and gain 1☉.

REXARD

2021 Winding Road Games

63/109



Piety

Captain

When your turn begins, if all cannons you control are stunned, gain ⚙️.

REXARD

2021 Winding Road Games

64/109

Cannoneer



Crew

The first time you play a special ammo each turn, gain ⚙️.

Imperial cannoneers are renowned for their efficiency and can-do attitude.

REXARD

2021 Winding Road Games

65/109

Cannoneer



Crew

The first time you play a special ammo each turn, gain ⚙️.

Imperial cannoneers are renowned for their efficiency and can-do attitude.

REXARD

2021 Winding Road Games

65/109

Carpenter



Crew

⚙️: Shuffle this crew and a Shield into your Hold.

"If you need me, I'll be patching the hull."

REXARD

2021 Winding Road Games

66/109

Carpenter



Crew

⚙️: Shuffle this crew and a Shield into your Hold.

"If you need me, I'll be patching the hull."

REXARD

2021 Winding Road Games

66/109

Gunnel Striker



3

1

Crew

Whenever this crew raids, unstun a cannon you control.

By the time the smoke clears from the gunnels, the Imperial skirmishers are already upon you.

REXARD

2021 Winding Road Games

67/109

Gunnel Striker



3

1

Crew

Whenever this crew raids, unstun a cannon you control.

By the time the smoke clears from the gunnels, the Imperial skirmishers are already upon you.

REXARD

2021 Winding Road Games

67/109

Mindlink Mech



-

-

Crew

Whenever this or another crew you control enters play, you may Operate 2 (Limit 2 operators).

As long as this crew is operated, its presence is equal to the total presence of its operators.

REXARD

2021 Winding Road Games

68/109

Mindlink Mech



-

-

Crew

Whenever this or another crew you control enters play, you may Operate 2 (Limit 2 operators).

As long as this crew is operated, its presence is equal to the total presence of its operators.

REXARD

2021 Winding Road Games

68/109

Swabbie



2

2

Crew

When the turn this crew entered play ends, put a presence counter on it for each unbroken cannon you control.

Spend this much time around the artillery, and you're bound to get a little protective.

REXARD

2021 Winding Road Games

69/109

Swabbie



2

2

Crew

When the turn this crew entered play ends, put a presence counter on it for each unbroken cannon you control.

Spend this much time around the artillery, and you're bound to get a little protective.

REXARD

2021 Winding Road Games

69/109

Ship Shape



Maneuver

Gain 1☉ for each asset and special ammo you control.

Running a tight ship is its own reward.

REXARD

2021 Winding Road Games

70/109

Ship Shape



Maneuver

Gain 1☉ for each asset and special ammo you control.

Running a tight ship is its own reward.

REXARD

2021 Winding Road Games

70/109

Show of Force



Maneuver

Recon Set. (Limit 1 Set per deck).

Choose two:

- Choose a cannon you control. It gets +1 power until the turn ends.
- Put an ammo counter on a special ammo you control.
- Your opponent discards a card from their hand.

REXARD

2021 Winding Road Games

71/109

Show of Force



Maneuver
 Recon Set. (Limit 1 Set per deck).
 Choose two:

- Choose a cannon you control. It gets +1 power until the turn ends.
- Put an ammo counter on a special ammo you control.
- Your opponent discards a card from their hand.

REXARD 2021 Winding Road Games 71/109

Silence Dissent



Maneuver
Board, choosing this card as your raid token.
 If you raid, choose a card in the defending player's discard pile. Search their discard pile, hand, Hold, and play area for all copies of that card and eject them.

REXARD 2021 Winding Road Games 72/109

Silence Dissent



Maneuver
Board, choosing this card as your raid token.
 If you raid, choose a card in the defending player's discard pile. Search their discard pile, hand, Hold, and play area for all copies of that card and eject them.

REXARD 2021 Winding Road Games 72/109

Flashbang



Special Ammo
 Recon Set. (Limit 1 Set per deck).
 Whenever this cannon breaches, your opponent discards a card from their hand at random and loses 1.

REXARD 2021 Winding Road Games 73/109

Flashbang



Special Ammo
 Recon Set. (Limit 1 Set per deck).
 Whenever this cannon breaches, your opponent discards a card from their hand at random and loses 1.

REXARD 2021 Winding Road Games 73/109

★Brute Force



Asset
 ⚙️: **Board**, spending 2 less.
 You cannot play Tactic cards during the attempt.
For some captains, battle is an intricate dance. For others, it's a back alley brawl.

REXARD 2021 Winding Road Games 74/109

★Brute Force



Asset
 ⚙️: **Board**, spending 2 less.
 You cannot play Tactic cards during the attempt.
For some captains, battle is an intricate dance. For others, it's a back alley brawl.

REXARD 2021 Winding Road Games 74/109

Arsonist



Crew
 Whenever this crew raids, set two Fires on your opponent's ship.
It takes a certain kind of madness - or desperation - to light fires on the open miasma.

REXARD 2021 Winding Road Games 75/109

Arsonist



Crew
 Whenever this crew raids, set two Fires on your opponent's ship.
It takes a certain kind of madness - or desperation - to light fires on the open miasma.

REXARD 2021 Winding Road Games 75/109

★Captain on Deck★



2 3

Tactic Crew

(Play only during a boarding attempt).

When this crew enters play, turn your Captain facedown.

Whenever this crew raids or repels, turn your Captain faceup.

★Captain on Deck★



2 3

Tactic Crew

(Play only during a boarding attempt).

When this crew enters play, turn your Captain facedown.

Whenever this crew raids or repels, turn your Captain faceup.

3



2 2

Dragonfire Launcher★

Emplacement - Cannon

React - Whenever this cannon would resolve damage, set that many Fires on your opponent's ship instead.

3



0 0


Fog Machine★

Emplacement - Cannon

When your cannon phase begins, choose a number X between 0 and 4. This cannon gets +X cost and +X power until the turn ends.

React - Whenever this cannon would resolve damage, your opponent loses that much powder instead.

Point Blank★



Tactic Maneuver

While defending, fire an unstunned cannon you control.

Best not to dawdle on the gangplank.

Point Blank★



Tactic Maneuver

While defending, fire an unstunned cannon you control.

Best not to dawdle on the gangplank.

Prohibit★



Tactic Maneuver

Name a card. Until the attempt ends, the named card cannot be played, and Tactic effects on the named card cannot be used.

Prohibit★



Tactic Maneuver

Name a card. Until the attempt ends, the named card cannot be played, and Tactic effects on the named card cannot be used.

Strike at Dawn★



Maneuver

Spend X as an additional cost to play this maneuver.

Board, choosing X additional raid tokens.

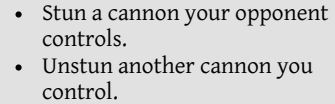


2

Board, choosing X additional raid tokens.



2



82/109



1

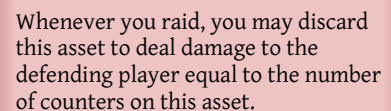
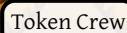
React - Whenever this cannon would resolve damage equal to or greater than the durability of the chosen structure, break that structure instead.

84/109

When your turn begins, if you have been dealt no Fire damage this turn, this status deals 1 damage to you and ejects. If you recover a card from that damage, lose .

, : Eject all Fires from your ship.

84/109



86/109

Spirit Bomb



Asset

Whenever you play a Pirate card, put a counter on this asset.

Whenever you raid, you may discard this asset to deal damage to the defending player equal to the number of counters on this asset.

REXARD

2021 Winding Road Games

86/109

Steady at the Helm



Asset

React - The first time you are dealt damage each turn, you may discard a card from your hand to reduce it by 1. If you control a unique crew, reduce it by 2 instead.

REXARD

2021 Winding Road Games

87/109

Steady at the Helm



Asset

React - The first time you are dealt damage each turn, you may discard a card from your hand to reduce it by 1. If you control a unique crew, reduce it by 2 instead.

REXARD

2021 Winding Road Games


87/109



Apollo



Captain

When your turn begins, if there are at least three Fires on ships, gain .

REXARD

2021 Winding Road Games

88/109

Firebug



Crew

Reckless - If you discard this card from your hand, set a Fire on each ship.

Everything burns.

REXARD

2021 Winding Road Games

89/109

Firebug



Crew

Reckless - If you discard this card from your hand, set a Fire on each ship.

Everything burns.

REXARD

2021 Winding Road Games

89/109

Safecracker



Crew

⚡: While boarding, return a card from the defending player's Treasure Chest to your hand.

That padlock doesn't stand a chance.

REXARD

2021 Winding Road Games

90/109

Safecracker



Crew

⚡: While boarding, return a card from the defending player's Treasure Chest to your hand.

That padlock doesn't stand a chance.

REXARD

2021 Winding Road Games


90/109

Surly Quartermaster



Crew

When this crew enters play, if there is at least one Fire on any ship, choose one:

- Cannons you control get -1 cost until the turn ends.
- **Board**, spending 1  less.

REXARD

2021 Winding Road Games

91/109

Surly Quartermaster



Crew

When this crew enters play, if there is at least one Fire on any ship, choose one:

- Cannons you control get -1 cost until the turn ends.
- **Board**, spending 1☉ less.

REXARD

2021 Winding Road Games

91/109

Dinner Bell



Maneuver

Search your Hold for a crew, reveal it, and put it into your hand.

No self respecting Pirate would skip dinner.

REXARD

2021 Winding Road Games

92/109

Dinner Bell



Maneuver

Search your Hold for a crew, reveal it, and put it into your hand.

No self respecting Pirate would skip dinner.

REXARD

2021 Winding Road Games

92/109

Drawn to the Flame



Maneuver

Play only if there are three or more Fires on ships.

Play a crew from your discard pile, ignoring all costs.

REXARD

2021 Winding Road Games

93/109

Drawn to the Flame



Maneuver

Play only if there are three or more Fires on ships.

Play a crew from your discard pile, ignoring all costs.

REXARD

2021 Winding Road Games

93/109

Ramming Speed



Maneuver

Board. Deal 3 damage to the defending player and set three Fires on your ship.

"Let them know we're here!" - Apollo

REXARD

2021 Winding Road Games

94/109

Ramming Speed



Maneuver

Board. Deal 3 damage to the defending player and set three Fires on your ship.

"Let them know we're here!" - Apollo

REXARD

2021 Winding Road Games

94/109

Second Wind



Maneuver

Each player stows three cards from their hand, then draws three cards.

Exhale problems, inhale solutions.

REXARD

2021 Winding Road Games

95/109

Second Wind



Maneuver

Each player stows three cards from their hand, then draws three cards.

Exhale problems, inhale solutions.

REXARD

2021 Winding Road Games

95/109

Step Lively



Maneuver

Put a 1/1 Deckhand crew token into play and gain 1☉. If you control a unique crew, gain 1☉.

"Hop to it, don't keep the captain waiting!"

REXARD 2021 Winding Road Games 96/109

Step Lively



Maneuver

Put a 1/1 Deckhand crew token into play and gain 1☉. If you control a unique crew, gain 1☉.

"Hop to it, don't keep the captain waiting!"

REXARD 2021 Winding Road Games 96/109

Flaming Tar



Special Ammo

Whenever this cannon breaches, set a Fire on your ship and three Fires on your opponent's ship.

2

REXARD 2021 Winding Road Games 97/109

Flaming Tar



Special Ammo

Whenever this cannon breaches, set a Fire on your ship and three Fires on your opponent's ship.

2

REXARD 2021 Winding Road Games 97/109

★Echo Chamber



Asset

Whenever you breach, if the damage discarded three or more cards of the same type, you may eject this asset to unstun the cannon and fire it again.

REXARD 2021 Winding Road Games 98/109

★Echo Chamber



Asset

Whenever you breach, if the damage discarded three or more cards of the same type, you may eject this asset to unstun the cannon and fire it again.

REXARD 2021 Winding Road Games 98/109

Luc Sangre



Captain

When your turn begins, you may spend 1☉ to flip this card and put it into play.

The first time you breach each turn, shuffle a Shield into your Hold.

REXARD 2021 Winding Road Games 99/109

★The Bat



Crew

React - When this crew would leave play, flip it instead.

"Skree!"

REXARD 2021 Winding Road Games 99/109

Blazesinger



Crew

This crew gets +1 presence for each Fire on your ship.

The chorus incendiary.

REXARD 2021 Winding Road Games 100/109

Blazesinger



2

2

Crew

This crew gets +1 presence for each Fire on your ship.

The chorus incendiary.

REXARD

2021 Winding Road Games

100/109

★Hecate Sangre



1

-

Crew

Whenever you breach, put that many presence counters on this crew.

Rumors about the source of the Sangre family's power swirl thickly through the arteries of the Shattering.

REXARD

2021 Winding Road Games

101/109

★Hecate Sangre



1

-

Crew

Whenever you breach, put that many presence counters on this crew.

Rumors about the source of the Sangre family's power swirl thickly through the arteries of the Shattering.

REXARD

2021 Winding Road Games

101/109

Sangre Enforcer



2

2

Crew

⚡: This crew gets +2 presence until the attempt ends.

Running one third of a criminal triumvirate comes with its share of dirty work.

REXARD

2021 Winding Road Games

102/109

Sangre Enforcer



2

2

Crew

⚡: This crew gets +2 presence until the attempt ends.

Running one third of a criminal triumvirate comes with its share of dirty work.

REXARD

2021 Winding Road Games

102/109

Bargain



Maneuver

Discard a Trader card from your hand as an additional cost to play this maneuver.

Eject a card from your Treasure Chest, then gain 2☉ or draw two cards. Repeat this process for each card in your Treasure Chest.

REXARD

2021 Winding Road Games

103/109

Bargain



Maneuver

Discard a Trader card from your hand as an additional cost to play this maneuver.

Eject a card from your Treasure Chest, then gain 2☉ or draw two cards. Repeat this process for each card in your Treasure Chest.

REXARD

2021 Winding Road Games

103/109

Forgery



Maneuver

Set three Fires on your ship, then gain 3☉. If there are four or more Fires on your ship, gain 4☉ instead.

REXARD

2021 Winding Road Games

104/109

Forgery



Maneuver

Set three Fires on your ship, then gain 3☉. If there are four or more Fires on your ship, gain 4☉ instead.

REXARD

2021 Winding Road Games

104/109

Heat Barrier



Maneuver

Set two Fires on your ship.
Until your next turn begins, whenever you are dealt damage, reduce it by 1 for each Fire on your ship.

REXARD

2021 Winding Road Games

105/109

Heat Barrier



Maneuver

Set two Fires on your ship.
Until your next turn begins, whenever you are dealt damage, reduce it by 1 for each Fire on your ship.

REXARD


2021 Winding Road Games

105/109

Torch



Maneuver

Spend X  as an additional cost to play this maneuver, where X is the number of Fires on your ship.
Deal X damage to your opponent.

REXARD


2021 Winding Road Games

106/109

Torch



Maneuver

Spend X  as an additional cost to play this maneuver, where X is the number of Fires on your ship.
Deal X damage to your opponent.

REXARD

2021 Winding Road Games

106/109

Trade Alliance



Maneuver

Search your Hold for a card that does not match your faction, reveal it, and put it into your hand.

REXARD

2021 Winding Road Games

107/109

Trade Alliance



Maneuver

Search your Hold for a card that does not match your faction, reveal it, and put it into your hand.

REXARD

2021 Winding Road Games

107/109

Corrodium



Special Ammo

Whenever this cannon breaches, choose one. If the damage discarded three or more cards of the same type, you may choose both:

- Your opponent discards a crew they control.
- Your opponent discards an asset they control.

2

REXARD

2021 Winding Road Games

108/109

Corrodium



Special Ammo

Whenever this cannon breaches, choose one. If the damage discarded three or more cards of the same type, you may choose both:

- Your opponent discards a crew they control.
- Your opponent discards an asset they control.

2

REXARD

2021 Winding Road Games

108/109

Volatillum



Special Ammo

Whenever this cannon breaches, choose one. If the damage discarded three or more cards of the same type, you may choose both:

- Each player draws two cards.
- Each player discards two cards from their hand.

2

REXARD

2021 Winding Road Games

109/109



Volatiliium

2



Special Ammo

Whenever this cannon breaches, choose one. If the damage discarded three or more cards of the same type, you may choose both:

- Each player draws two cards.
- Each player discards two cards from their hand.