

Card Catalog



Asset

When your turn begins, you may discard a card from your hand. If you do, draw a card.

The Eternal Court's long imprisonment gave them ample time to organize their archives.

REXARD

2021 Winding Road Games

SP 1/160

Card Catalog



Asset

When your turn begins, you may discard a card from your hand. If you do, draw a card.

The Eternal Court's long imprisonment gave them ample time to organize their archives.

REXARD

2021 Winding Road Games

SP 1/160

Haunted Barrel



Asset - Curse

When this asset enters play, choose a cannon. It gets -1 power.

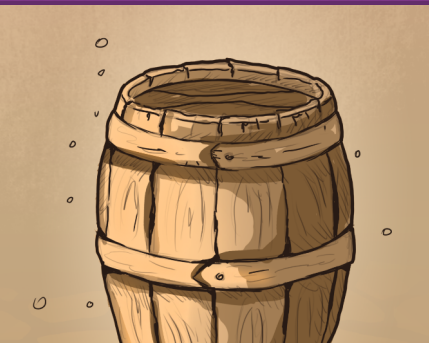
"I can't explain it. The powder must be damp or something..."

REXARD

2021 Winding Road Games

SP 2/160

Haunted Barrel



Asset - Curse

When this asset enters play, choose a cannon. It gets -1 power.

"I can't explain it. The powder must be damp or something..."

REXARD

2021 Winding Road Games

SP 2/160

★Leaky Kegs



Asset - Curse

When your turn begins, your opponent loses 1☉.

Maybe someone's stealing it from the engine room. Maybe it's just disappearing into thin air.

REXARD

2021 Winding Road Games

SP 3/160

★Leaky Kegs



Asset - Curse

When your turn begins, your opponent loses 1☉.

Maybe someone's stealing it from the engine room. Maybe it's just disappearing into thin air.

REXARD

2021 Winding Road Games

SP 3/160

Mortal Frailty



Asset - Curse

When this asset enters play, choose a crew. It gets -2 presence.

When the chosen crew leaves play, return this asset to its captain's hand.

REXARD

2021 Winding Road Games

SP 4/160

Mortal Frailty



Asset - Curse

When this asset enters play, choose a crew. It gets -2 presence.

When the chosen crew leaves play, return this asset to its captain's hand.

REXARD

2021 Winding Road Games

SP 4/160

King Adarath



Captain

Whenever you raid or repel, you may spend 1☉ to put a crew from your discard pile into play facedown as a 2/2 Shade crew, in reserve.

REXARD

2021 Winding Road Games

SP 5/160



Queen Valii

Captain

Whenever you breach, you may spend 1☉ to put a crew discarded by the damage into play facedown as a 2/2 Shade crew under your control.

REXARD

2021 Winding Road Games

SP 6/160

Adarath's Hound



Crew

Whenever this crew boards, choose a crew the defending player controls. It cannot be committed to the defending party.

REXARD

2021 Winding Road Games

SP 7/160

Adarath's Hound



Crew

Whenever this crew boards, choose a crew the defending player controls. It cannot be committed to the defending party.

REXARD

2021 Winding Road Games

SP 7/160

Breathstealer



Crew

⚡: Choose a crew in your opponent's party. Until the attempt ends, that crew gets -2 presence and is discarded if its presence is 0.

REXARD

2021 Winding Road Games

SP 8/160

Breathstealer



Crew

⚡: Choose a crew in your opponent's party. Until the attempt ends, that crew gets -2 presence and is discarded if its presence is 0.

REXARD

2021 Winding Road Games

SP 8/160

Court Jester



Crew

When this crew enters play, choose one. Your opponent chooses the other:

- Gain 2☉.
- Draw two cards.

REXARD

2021 Winding Road Games

SP 9/160

Court Jester



Crew

When this crew enters play, choose one. Your opponent chooses the other:

- Gain 2☉.
- Draw two cards.

REXARD

2021 Winding Road Games

SP 9/160

★Eldeghast



Crew

This crew cannot be stowed from play.

He served the Eternal Court when the world was young, and its ending did not shake his loyalty.

REXARD

2021 Winding Road Games

SP 10/160

★Eldeghast



Crew

This crew cannot be stowed from play.

He served the Eternal Court when the world was young, and its ending did not shake his loyalty.

REXARD

2021 Winding Road Games

SP 10/160

Imposing Spectre



1

3

Crew - Shade

As long as you control a Curse, your opponent must spend 1 more to board.

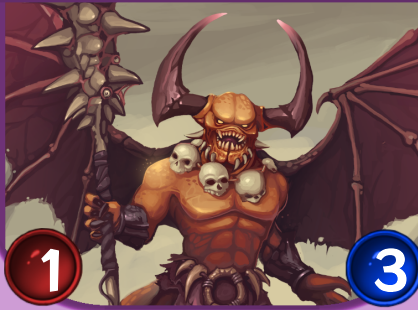
You should have never come this far.

REXARD

2021 Winding Road Games

SP 11/160

Imposing Spectre



1

3

Crew - Shade

As long as you control a Curse, your opponent must spend 1 more to board.

You should have never come this far.

REXARD

2021 Winding Road Games

SP 11/160

Peekaboo



2

2

Tactic Crew - Shade

(Play only during a boarding attempt).

Whenever this crew raids, choose an asset the defending player controls. Turn it facedown and it becomes a 2/2 Shade crew.

REXARD

2021 Winding Road Games

SP 12/160

Peekaboo



2

2

Tactic Crew - Shade

(Play only during a boarding attempt).

Whenever this crew raids, choose an asset the defending player controls. Turn it facedown and it becomes a 2/2 Shade crew.

REXARD

2021 Winding Road Games

SP 12/160

Phantom Duelist



2

2

Crew - Shade

Whenever you play a Tactic card or use a Tactic effect, if this crew is in your party, it gets +1 presence until the attempt ends.

REXARD

2021 Winding Road Games

SP 13/160

Phantom Duelist



2

2

Crew - Shade

Whenever you play a Tactic card or use a Tactic effect, if this crew is in your party, it gets +1 presence until the attempt ends.

REXARD

2021 Winding Road Games

SP 13/160

Restless Dead



1

3

Crew

While defending, deal 1 damage to the boarding player and **pass**. Use any number of times per attempt.

REXARD

2021 Winding Road Games

SP 14/160

Restless Dead



1

3

Crew

While defending, deal 1 damage to the boarding player and **pass**. Use any number of times per attempt.

REXARD

2021 Winding Road Games

SP 14/160

★ Seneschal Kaine



1

2

Crew - Shade

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

When this crew enters play, you may play a maneuver from your discard pile. If you do, eject that card after it resolves.

REXARD

2021 Winding Road Games

SP 15/160

★ Seneschal Kaine



1

2

Crew - Shade

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

When this crew enters play, you may play a maneuver from your discard pile. If you do, eject that card after it resolves.

REXARD

2021 Winding Road Games

SP 15/160

Valii's Conduit



4

0

Crew

When this crew enters play, all cannons get +1 cost until your next turn begins.

The arcane fields that power their weapons have a dampening effect on lesser technologies.

REXARD

2021 Winding Road Games

SP 16/160

Valii's Conduit



4

0

Crew

When this crew enters play, all cannons get +1 cost until your next turn begins.

The arcane fields that power their weapons have a dampening effect on lesser technologies.

REXARD

2021 Winding Road Games

SP 16/160



3

3

2

Arc Caster



Emplacement - Cannon

⚡: Swap this cannon's cost and power until the turn ends.

These spectres have forgotten more about weaponcraft than we will ever know.

Trevor Gannicott

2021 Winding Road Games

SP 17/160



2

2

2

Coilgun



Emplacement - Cannon

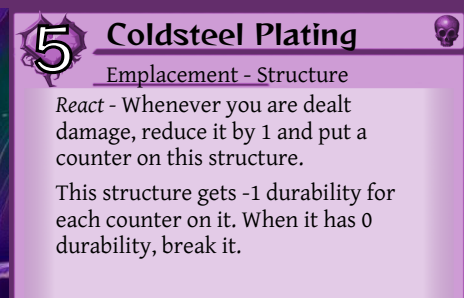
Whenever this cannon unstuns, deal 1 damage to your opponent.

Fiendish potential, forever crackling.

Trevor Gannicott

2021 Winding Road Games

SP 18/160



5

Coldsteel Plating



Emplacement - Structure

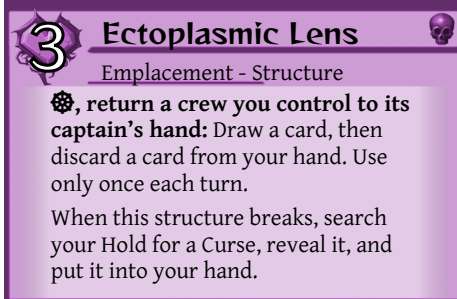
React - Whenever you are dealt damage, reduce it by 1 and put a counter on this structure.

This structure gets -1 durability for each counter on it. When it has 0 durability, break it.

REXARD

2021 Winding Road Games

SP 19/160



3

Ectoplasmic Lens



Emplacement - Structure

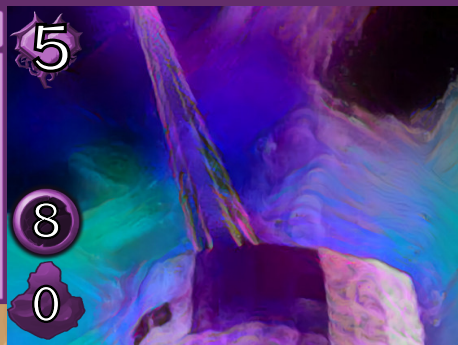
⚡, return a crew you control to its captain's hand: Draw a card, then discard a card from your hand. Use only once each turn.

When this structure breaks, search your Hold for a Curse, reveal it, and put it into your hand.

REXARD

2021 Winding Road Games

SP 20/160



5

8

0

Geistlaser



Emplacement - Cannon

⚡, discard X crew you control: Put X counters on this cannon.

This cannon gets +1 power for each counter on it.

Trevor Gannicott

2021 Winding Road Games

SP 21/160



2

Soul Crypt



Emplacement - Structure


Whenever you draw a card during your turn, you may spend 1⊙ to put it into play facedown as a 2/2 Shade crew. Use only once each turn.

When this structure breaks, search your Hold for a Curse, reveal it, and put it into your hand.

REXARD

2021 Winding Road Games

SP 22/160

4 Supercharger 

Emplacement - Structure

Cannons you control get +1 cost.

The first time each cannon you control unstuns each turn, gain 2☉.

When this structure breaks, search your Hold for a Curse, reveal it, and put it into your hand.



REXARD 2021 Winding Road Games SP 23/160

Armored Rush 

Maneuver

Board, choosing this card as your raid token.

If you raid, shuffle four Shields into your Hold and eject this card.

REXARD 2021 Winding Road Games SP 24/160

Armored Rush 

Maneuver

Board, choosing this card as your raid token.

If you raid, shuffle four Shields into your Hold and eject this card.

REXARD 2021 Winding Road Games SP 24/160

Consume Spirit 

Maneuver

Discard any number of Shades you control. Gain 2☉ for each Shade discarded this way.

REXARD 2021 Winding Road Games SP 25/160

Consume Spirit 

Maneuver

Discard any number of Shades you control. Gain 2☉ for each Shade discarded this way.

REXARD 2021 Winding Road Games SP 25/160

Delve the Atheneum 

Maneuver

Spend ☉ as an additional cost to play this maneuver.

Shuffle any number of cards from your hand into your Hold. Draw that many cards plus one. Gain 3☉.

REXARD 2021 Winding Road Games SP 26/160

Delve the Atheneum 

Maneuver

Spend ☉ as an additional cost to play this maneuver.

Shuffle any number of cards from your hand into your Hold. Draw that many cards plus one. Gain 3☉.

REXARD 2021 Winding Road Games SP 26/160

Poltergeist 

Maneuver

Board, choosing this card as your raid token.

If you raid, put the top two cards of the defending player's Hold into play facedown as 2/2 Shade crew under your control, in reserve.

REXARD 2021 Winding Road Games SP 27/160

Poltergeist 

Maneuver

Board, choosing this card as your raid token.

If you raid, put the top two cards of the defending player's Hold into play facedown as 2/2 Shade crew under your control, in reserve.

REXARD 2021 Winding Road Games SP 27/160

Rip Soul



Tactic Maneuver

Choose a crew in your opponent's party. Turn it facedown and it becomes a 2/2 Shade crew.

REXARD

2021 Winding Road Games

SP 28/160

Rip Soul



Tactic Maneuver

Choose a crew in your opponent's party. Turn it facedown and it becomes a 2/2 Shade crew.

REXARD

2021 Winding Road Games

SP 28/160

Summon Shade



Tactic Maneuver

Put the top card of your Hold into play facedown as a 2/2 Shade crew. Move it to reserve when the attempt ends.

REXARD

2021 Winding Road Games

SP 29/160

Summon Shade



Tactic Maneuver

Put the top card of your Hold into play facedown as a 2/2 Shade crew. Move it to reserve when the attempt ends.

REXARD

2021 Winding Road Games

SP 29/160

Twilight Pulse



Maneuver

Spend 2☉ as an additional cost to play this maneuver.
Turn all crew in play facedown. They each become a 2/2 Shade crew.

REXARD

2021 Winding Road Games

SP 30/160

Twilight Pulse



Maneuver

Spend 2☉ as an additional cost to play this maneuver.
Turn all crew in play facedown. They each become a 2/2 Shade crew.

REXARD

2021 Winding Road Games

SP 30/160

Expunger

1



Special Ammo

React - Whenever this cannon would resolve damage, eject that many cards from the top of your opponent's Hold instead.

REXARD

2021 Winding Road Games

SP 31/160

Expunger

1



Special Ammo

React - Whenever this cannon would resolve damage, eject that many cards from the top of your opponent's Hold instead.

REXARD

2021 Winding Road Games

SP 31/160

Soulcharged Munitions

2



Special Ammo

As long as the total presence of crew you control is greater than the total presence of crew your opponent controls, this cannon gets +2 power.

REXARD

2021 Winding Road Games

SP 32/160



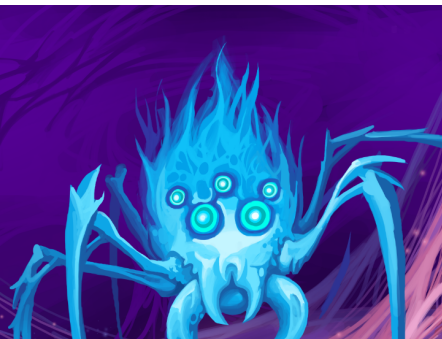
Special Ammo

As long as the total presence of crew you control is greater than the total presence of crew your opponent controls, this cannon gets +2 power.

REXARD

2021 Winding Road Games

SP 32/160



Shade

2

Crew - Shade

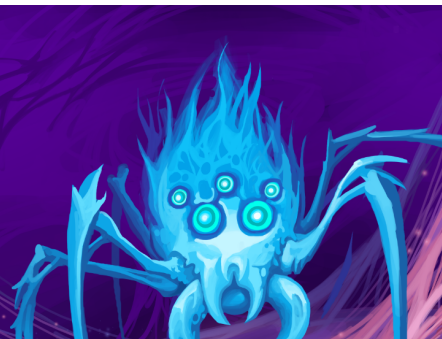
2

You may cover a facedown card with this card as a reminder.

REXARD

2021 Winding Road Games

SP 33/160



Shade

2

Crew - Shade

2

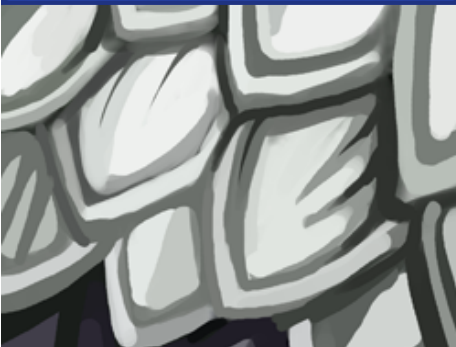
You may cover a facedown card with this card as a reminder.

REXARD

2021 Winding Road Games

SP 33/160

Ablative Shield



Asset

Security Set. (Limit 1 Set per deck).

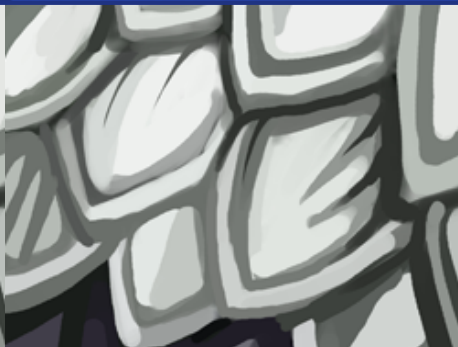
React - Whenever you are dealt damage, you may eject this asset to reduce it by 3.

REXARD

2021 Winding Road Games

SP 34/160

Ablative Shield



Asset

Security Set. (Limit 1 Set per deck).

React - Whenever you are dealt damage, you may eject this asset to reduce it by 3.

REXARD

2021 Winding Road Games

SP 34/160

Extra Rations



Asset

This asset enters play with three counters on it. When it runs out, discard it.

When your turn begins, remove a counter from this asset and you may draw two cards.

REXARD

2021 Winding Road Games

SP 35/160

Extra Rations



Asset

This asset enters play with three counters on it. When it runs out, discard it.

When your turn begins, remove a counter from this asset and you may draw two cards.

REXARD

2021 Winding Road Games

SP 35/160

Extractor



Asset

🌀, return a crew you control to its captain's hand: Gain 2☉. Use only once each turn.

Imperial citizens are not permitted excess personal possessions.

REXARD

2021 Winding Road Games

SP 36/160

Extractor



Asset

🌀, return a crew you control to its captain's hand: Gain 2☉. Use only once each turn.

Imperial citizens are not permitted excess personal possessions.

REXARD

2021 Winding Road Games

SP 36/160



Brass



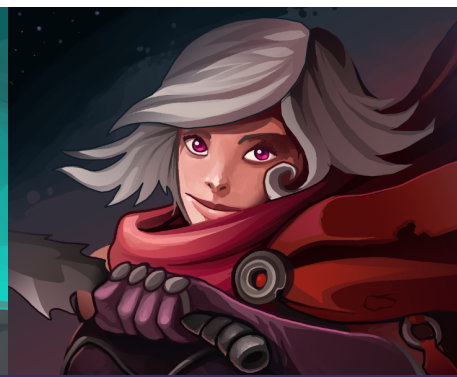
Captain

☸: Choose a cannon you control. It gets +1 cost and +2 power until the turn ends. Use only once each turn.

REXARD

2021 Winding Road Games

SP 37/160



Harmony



Captain

Whenever you raid or repel, you may spend 1☉ to stow a maneuver from your discard pile.

REXARD

2021 Winding Road Games

SP 38/160

★Clarity



1

1

Crew

Whenever you spend ☸ to use an action on a card, if you've spent exactly 3☸ to use actions on cards this turn, gain ☸.

"Always keep your eyes on the bigger picture."

REXARD

2021 Winding Road Games

SP 39/160

★Clarity



1

1

Crew

Whenever you spend ☸ to use an action on a card, if you've spent exactly 3☸ to use actions on cards this turn, gain ☸.

"Always keep your eyes on the bigger picture."

REXARD

2021 Winding Road Games

SP 39/160

Frontliner



3

2

Crew

Whenever this crew raids or repels, gain 1☉.

Securing the spoils of war for glory and Empire.

REXARD

2021 Winding Road Games

SP 40/160

Frontliner



3

2

Crew

Whenever this crew raids or repels, gain 1☉.

Securing the spoils of war for glory and Empire.

REXARD

2021 Winding Road Games

SP 40/160

Gunnery Officer



1

3

Crew

When this crew enters play, cannons you control get +1 power until the turn ends.

"Let me show you how it's done."

REXARD

2021 Winding Road Games

SP 41/160

Gunnery Officer



1

3

Crew

When this crew enters play, cannons you control get +1 power until the turn ends.

"Let me show you how it's done."

REXARD

2021 Winding Road Games

SP 41/160

Musketeer



2

3

Crew

⚡, 1☉: While defending, stow a crew with 3 or less presence in the boarding party.

The crack of an Imperial rifle is the sound of a fight ending before it started.

REXARD

2021 Winding Road Games

SP 42/160

Musketeer



2

3

Crew

⚡, 1⊙: While defending, stow a crew with 3 or less presence in the boarding party.

The crack of an Imperial rifle is the sound of a fight ending before it started.

REXARD

2021 Winding Road Games

SP 42/160

★Pike



1

5

Crew

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

Whenever this crew raids, if you chose the Repair raid token, draw up to three cards.

REXARD

2021 Winding Road Games

SP 43/160

★Pike



1

5

Crew

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

Whenever this crew raids, if you chose the Repair raid token, draw up to three cards.

REXARD

2021 Winding Road Games

SP 43/160

Skilled Operators



1

1

Crew

When this crew enters play, put a 1/1 Deckhand crew token into play, then you may use the Operate action on a card you control, reducing the cost by .

REXARD

2021 Winding Road Games

SP 44/160

Skilled Operators



1

1

Crew

When this crew enters play, put a 1/1 Deckhand crew token into play, then you may use the Operate action on a card you control, reducing the cost by .

REXARD

2021 Winding Road Games

SP 44/160

Skipper



2

2

Tactic Crew

(Play only during a boarding attempt).

⚡: Return this crew to its captain's hand and **pass**.

REXARD

2021 Winding Road Games

SP 45/160

Skipper



2

2

Tactic Crew

(Play only during a boarding attempt).

⚡: Return this crew to its captain's hand and **pass**.

REXARD

2021 Winding Road Games

SP 45/160

Swordsman



2

2

Crew

Conquest Set. (Limit 1 Set per deck).

As long as your opponent's party has two or more crew, this crew gets +2 presence.

"They've got us outnumbered? Then it's a fair fight."

REXARD

2021 Winding Road Games

SP 46/160

Swordsman



2

2

Crew

Conquest Set. (Limit 1 Set per deck).

As long as your opponent's party has two or more crew, this crew gets +2 presence.

"They've got us outnumbered? Then it's a fair fight."

REXARD

2021 Winding Road Games

SP 46/160



3

1

1

3-Pounder

Emplacement - Cannon

A common sight on Imperial gunships, favored for its ease of deployment.

Trevor Gannicott 2021 Winding Road Games SP 47/160

3

Autoloader

Emplacement - Structure

⚙️: Operate 1. Search your Hold for a special ammo, then play it.

When this structure breaks, stow a special ammo from your discard pile for each operator it has.



REXARD 2021 Winding Road Games SP 48/160

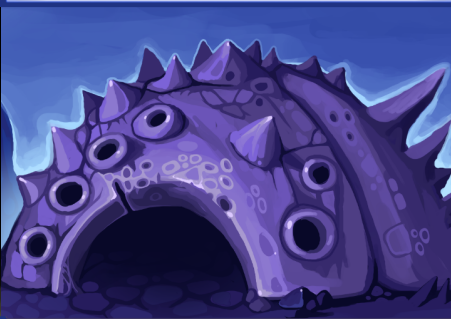
2

Carapace

Emplacement - Structure

Security Set. (Limit 1 Set per deck).

Whenever you defend, you may spend 1⊙ to deal 2 damage to boarding player.



REXARD 2021 Winding Road Games SP 49/160

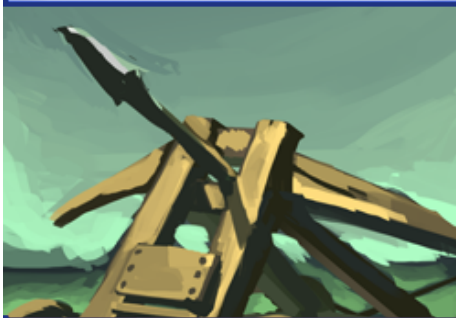
2

Hullpiercer

Emplacement - Structure

Conquest Set. (Limit 1 Set per deck).

Whenever you board, you may spend 1⊙ to deal 2 damage to the defending player.



REXARD 2021 Winding Road Games SP 50/160

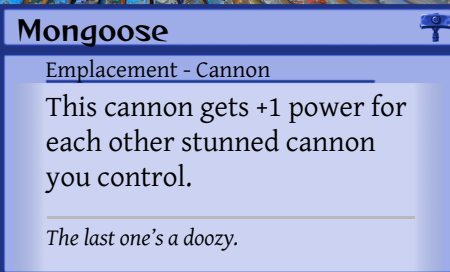
3

Mongoose

Emplacement - Cannon

This cannon gets +1 power for each other stunned cannon you control.

The last one's a doozy.



Trevor Gannicott 2021 Winding Road Games SP 51/160

4

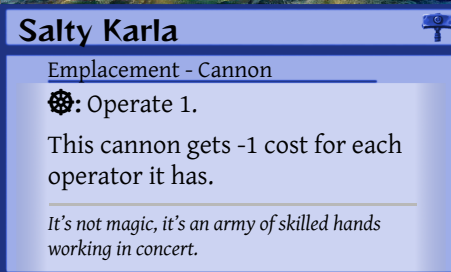
Salty Karla

Emplacement - Cannon

⚙️: Operate 1.

This cannon gets -1 cost for each operator it has.

It's not magic, it's an army of skilled hands working in concert.



Trevor Gannicott 2021 Winding Road Games SP 52/160

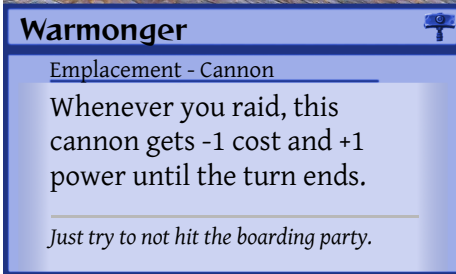
4

Warmonger

Emplacement - Cannon

Whenever you raid, this cannon gets -1 cost and +1 power until the turn ends.

Just try to not hit the boarding party.



Trevor Gannicott 2021 Winding Road Games SP 53/160

Broadside

Maneuver

Spend ⚙️ as an additional cost to play this maneuver.

During your cannon phase this turn, you may fire each unstunned cannon you control.

REXARD 2021 Winding Road Games SP 54/160

Broadside

Maneuver

Spend ⚙️ as an additional cost to play this maneuver.

During your cannon phase this turn, you may fire each unstunned cannon you control.

REXARD 2021 Winding Road Games SP 54/160

Buying Time



Maneuver

Board, spending 2☉ less. You must choose the Repair raid token.

"How long do you need?"

REXARD

2021 Winding Road Games

SP 55/160

Buying Time



Maneuver

Board, spending 2☉ less. You must choose the Repair raid token.

"How long do you need?"

REXARD

2021 Winding Road Games

SP 55/160

Falsified Orders



Tactic Maneuver

Stow a crew in your opponent's party. Its captain draws a card.

"Says here I'm supposed to go do inventory, sir."

REXARD

2021 Winding Road Games

SP 56/160

Falsified Orders



Tactic Maneuver

Stow a crew in your opponent's party. Its captain draws a card.

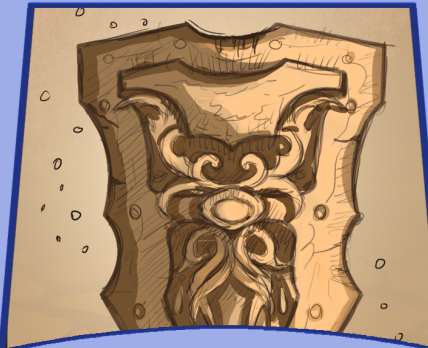
"Says here I'm supposed to go do inventory, sir."

REXARD

2021 Winding Road Games

SP 56/160

Guard the Hold



Tactic Maneuver

Security Set. (Limit 1 Set per deck).

- While defending, choose two:
- Put a 1/1 Deckhand crew token into play.
 - Choose a crew in a party. Move it to reserve.
 - Shuffle three Shields into your Hold.

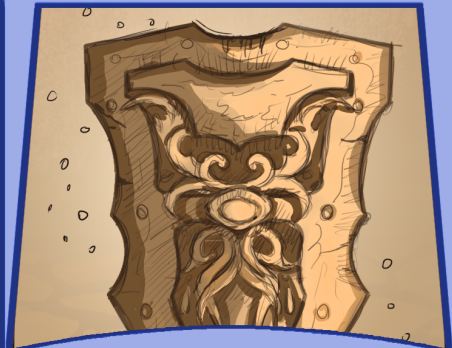
Eject this card.

REXARD

2021 Winding Road Games

SP 57/160

Guard the Hold



Tactic Maneuver

Security Set. (Limit 1 Set per deck).

- While defending, choose two:
- Put a 1/1 Deckhand crew token into play.
 - Choose a crew in a party. Move it to reserve.
 - Shuffle three Shields into your Hold.

Eject this card.

REXARD

2021 Winding Road Games

SP 57/160

Proliferate



Maneuver

Spend ☼ as an additional cost to play this maneuver.

Gain 5☉.

The Empire has so much to offer its citizens. Is a little obedience really so much to ask in return?

REXARD

2021 Winding Road Games

SP 58/160

Proliferate



Maneuver

Spend ☼ as an additional cost to play this maneuver.

Gain 5☉.

The Empire has so much to offer its citizens. Is a little obedience really so much to ask in return?

REXARD

2021 Winding Road Games

SP 58/160

Requisition



Maneuver

Choose one:

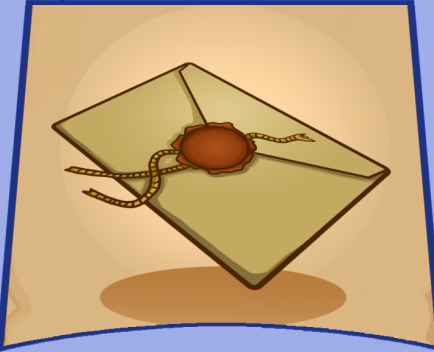
- Search the top five cards of your Hold for an asset, then play it.
- Shuffle three Shields into your Hold. Eject this card.

REXARD

2021 Winding Road Games

SP 59/160

Requisition



Maneuver

Choose one:

- Search the top five cards of your Hold for an asset, then play it.
- Shuffle three Shields into your Hold. Eject this card.

REXARD

2021 Winding Road Games

SP 59/160

Resupply



Maneuver

Choose up to one asset, crew, and special ammo card from your discard pile. Put one on top of your Hold and stow the rest. Eject this card.

REXARD

2021 Winding Road Games

SP 60/160

Resupply



Maneuver

Choose up to one asset, crew, and special ammo card from your discard pile. Put one on top of your Hold and stow the rest. Eject this card.

REXARD

2021 Winding Road Games

SP 60/160

Skirmish



Tactic Maneuver

Conquest Set. (Limit 1 Set per deck).

While boarding, choose two:

- Search the top three cards of your Hold for a crew, then play it.
- Choose a crew in reserve. Move it to the attempt.
- Choose a crew. It gets +1 presence until the attempt ends.

REXARD

2021 Winding Road Games

SP 61/160

Skirmish



Tactic Maneuver

Conquest Set. (Limit 1 Set per deck).

While boarding, choose two:

- Search the top three cards of your Hold for a crew, then play it.
- Choose a crew in reserve. Move it to the attempt.
- Choose a crew. It gets +1 presence until the attempt ends.

REXARD

2021 Winding Road Games

SP 61/160

Tighten Chains



Tactic Maneuver

Players cannot play Tactic cards until the attempt ends.

Nobody move.

REXARD

2021 Winding Road Games

SP 62/160

Tighten Chains



Tactic Maneuver

Players cannot play Tactic cards until the attempt ends.

Nobody move.

REXARD

2021 Winding Road Games

SP 62/160

Battering Volley

2



Special Ammo

This cannon gets +1 power. Whenever this cannon breaches, your opponent discards an asset they control.

REXARD

2021 Winding Road Games

SP 63/160

Battering Volley

2



Special Ammo

This cannon gets +1 power. Whenever this cannon breaches, your opponent discards an asset they control.

REXARD

2021 Winding Road Games

SP 63/160



Fisher



1

1

Crew

When this crew enters play,
draw a card.

Ask about the catch of the day!

REXARD

2021 Winding Road Games

SP 69/160

★Galeth of Cloudreach



-

6

Crew

None shall pass.

REXARD

2021 Winding Road Games

SP 69/160

★Galeth of Cloudreach



-

6

Crew

None shall pass.

REXARD

2021 Winding Road Games

SP 69/160

Hedge Mage



1

1

Crew

When this crew enters play,
gain 1☉.

*There are still those among the isles with
some small magical skill.*

REXARD

2021 Winding Road Games

SP 70/160

Hedge Mage



1

1

Crew

When this crew enters play,
gain 1☉.

*There are still those among the isles with
some small magical skill.*

REXARD

2021 Winding Road Games

SP 70/160

Sapper



2

2

Crew

Whenever this crew raids,
shuffle a Bomb into your
opponent's Hold.

*"Don't let that sneaky one anywhere near
the hold! Push them back!"*

REXARD

2021 Winding Road Games

SP 71/160

Sapper



2

2

Crew

Whenever this crew raids,
shuffle a Bomb into your
opponent's Hold.

*"Don't let that sneaky one anywhere near
the hold! Push them back!"*

REXARD

2021 Winding Road Games

SP 71/160

Seasoned Mentor



2

2

Crew

When this crew enters play,
put a 1/1 Deckhand crew
token into play.

*"Someone's gotta show you the ropes,
kid."*

REXARD

2021 Winding Road Games

SP 72/160

Seasoned Mentor



2

2

Crew

When this crew enters play,
put a 1/1 Deckhand crew
token into play.

*"Someone's gotta show you the ropes,
kid."*

REXARD

2021 Winding Road Games

SP 72/160

★Smelly Pete ★



1 **2**

Crew

When this crew enters play, stow another crew you control.

Whenever this crew boards, stow a crew the defending player controls.

★Smelly Pete ★



1 **2**

Crew

When this crew enters play, stow another crew you control.

Whenever this crew boards, stow a crew the defending player controls.

5 **4** **4**



Big Daryl ★

Emplacement - Cannon

Any questions?

REXARD 2021 Winding Road Games < SP 73/160

REXARD 2021 Winding Road Games < SP 73/160

Trevor Gannicott 2021 Winding Road Games SP 74/160

3 **2** **2**



3 Medbay ★

Emplacement - Structure

Whenever one or more crew are discarded from your Hold, you may store one of them on this structure. If you do, discard all previously stored crew.

⚙️, 1⊙: Play a crew stored on this structure.

3 Palisade ★

Emplacement - Structure

React - Whenever you are dealt damage, you may break this structure to reduce that damage to 0.

Sacrificial bulkheads have proven time and time again to be one of the most effective answers to cannon fire.

Crow's Foot ★

Emplacement - Cannon

Ka-kaw!



Trevor Gannicott 2021 Winding Road Games < SP 75/160

REXARD 2021 Winding Road Games > SP 76/160

REXARD 2021 Winding Road Games SP 77/160

All Hands on Deck! ★



Tactic Maneuver

Search the top four cards of your Hold for a crew, then play it.

The work goes quickly when everyone pitches in.

All Hands on Deck! ★



Tactic Maneuver

Search the top four cards of your Hold for a crew, then play it.

The work goes quickly when everyone pitches in.

Evasive Maneuvers ★



Maneuver

You cannot board this turn.

Until your next turn begins, whenever you deal or are dealt cannon damage, reduce it by 3.

REXARD 2021 Winding Road Games SP 78/160

REXARD 2021 Winding Road Games SP 78/160

REXARD 2021 Winding Road Games SP 79/160

Evasive Maneuvers



Maneuver

You cannot board this turn.

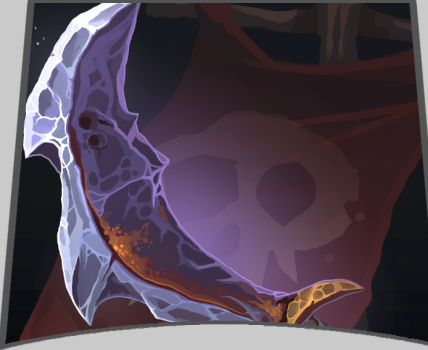
Until your next turn begins, whenever you deal or are dealt cannon damage, reduce it by 3.



2021 Winding Road Games

SP 79/160

Go for the Captain



Maneuver

Board, choosing this card as your raid token.

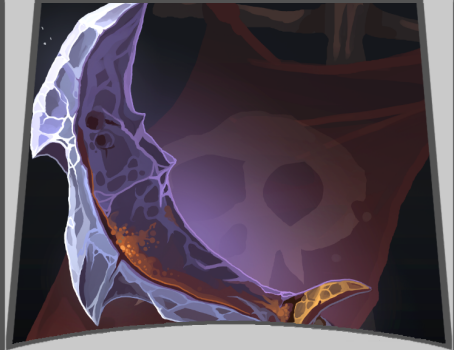
If you raid, reveal the defending player's hand. Choose a card from it. The defending player discards that card. You may draw a card.



2021 Winding Road Games

SP 80/160

Go for the Captain



Maneuver

Board, choosing this card as your raid token.

If you raid, reveal the defending player's hand. Choose a card from it. The defending player discards that card. You may draw a card.



2021 Winding Road Games

SP 80/160

Lucky Catch



Maneuver

Return a card from your discard pile to your hand.

Going overboard isn't so bad unless you miss the catchnet.



2021 Winding Road Games

SP 81/160

Lucky Catch



Maneuver

Return a card from your discard pile to your hand.

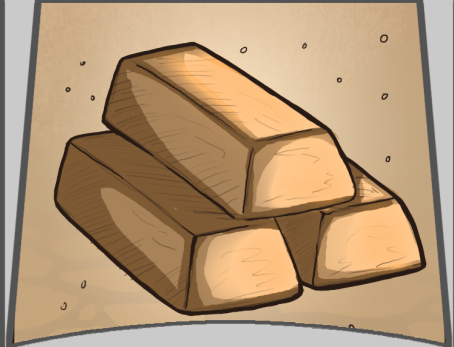
Going overboard isn't so bad unless you miss the catchnet.



2021 Winding Road Games

SP 81/160

Powder Cache



Maneuver

Gain 3☉.

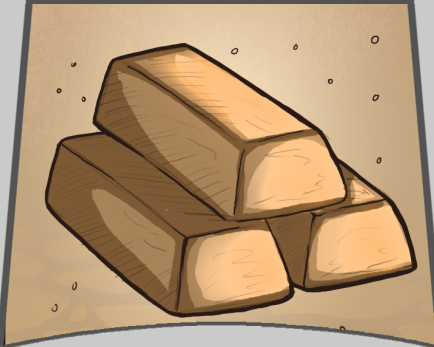
What's left of the world runs on compressed orbs of wizard dust, collected from the air and then burned for its prodigious energy output.



2021 Winding Road Games

SP 82/160

Powder Cache



Maneuver

Gain 3☉.

What's left of the world runs on compressed orbs of wizard dust, collected from the air and then burned for its prodigious energy output.



2021 Winding Road Games

SP 82/160

Prepare for War



Maneuver

Shuffle four Shields into your Hold. Eject this card.

There's no such thing as being too prepared when the cannons start firing.



2021 Winding Road Games

SP 83/160

Prepare for War



Maneuver

Shuffle four Shields into your Hold. Eject this card.

There's no such thing as being too prepared when the cannons start firing.



2021 Winding Road Games

SP 83/160

Smash



Tactic Maneuver

While boarding, choose one:

- Discard an asset the defending player controls.
- Eject up to two cards from the defending player's discard pile.

REXARD

2021 Winding Road Games

SP 84/160

Smash



Tactic Maneuver

While boarding, choose one:

- Discard an asset the defending player controls.
- Eject up to two cards from the defending player's discard pile.

REXARD

2021 Winding Road Games

SP 84/160

Boarding

INITIATE

- Spend 3☉.
- Place a raid token on an unbroken emplacement (structures first).
- Commit crew to your party.
- Defending player commits crew to their party.

BATTLE

Starting with the defending player, alternate until consecutive pass:

- ⚡: Play a Tactic card.
- ⚡: Use a Tactic effect (noncrew or a crew in your party, once each).
- ⚡: Pass.

RESOLVE

- Compare presence for Raid/Repel.
- If Raid: check for break.
- Stow both parties.
- Attacker action phase ends.

REXARD

2021 Winding Road Games

SP 85/160

Player Turn

Start Phase

- Your turn begins.
- Draw a card.

Action Phase (3☉)

- ☉: Draw a card.
- ☉: Gain 1☉.
- ☉: Play a card.
- ☉: Board (spending 3☉).

Cannon Phase

- If your cannons are all stunned, unstun them.
- Otherwise, you may fire an unstunned cannon.

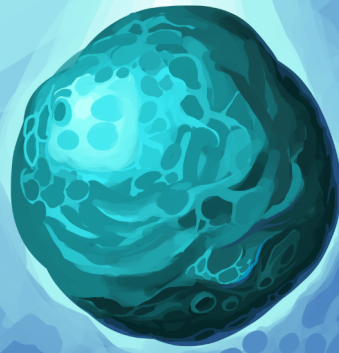
End Phase

- Stow down to hand size.
- Your turn ends.



Ice Bomb

1



Special Ammo

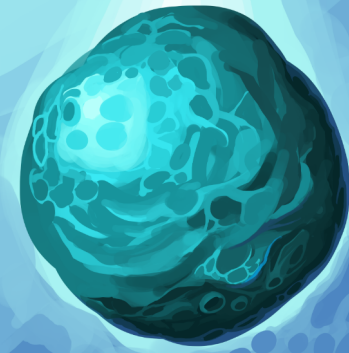
When you load this special ammo, stun the loaded cannon.

Whenever this cannon breaches, shuffle a Bomb into your opponent's Hold.



Ice Bomb

1



Special Ammo

When you load this special ammo, stun the loaded cannon.

Whenever this cannon breaches, shuffle a Bomb into your opponent's Hold.

REXARD

2021 Winding Road Games

SP 86/160

REXARD

2021 Winding Road Games

SP 87/160

REXARD

2021 Winding Road Games

SP 87/160

Bomb



Status

If you draw or discard this card, it deals 3 damage to you and ejects.

REXARD

2021 Winding Road Games

SP 88/160

Bomb



Status

If you draw or discard this card, it deals 3 damage to you and ejects.

REXARD

2021 Winding Road Games

SP 88/160

First Player



Status

You go first. You cannot board or fire a cannon on your first turn!

REXARD

2021 Winding Road Games

SP 89/160



REXARD 2021 Winding Road Games SP 90/160 REXARD 2021 Winding Road Games SP 90/160 REXARD 2021 Winding Road Games SP 90/160



REXARD 2021 Winding Road Games SP 90/160 REXARD 2021 Winding Road Games SP 90/160 REXARD 2021 Winding Road Games SP 90/160



REXARD 2021 Winding Road Games SP 91/160 REXARD 2021 Winding Road Games SP 91/160 REXARD 2021 Winding Road Games SP 92/160

Plunder



Raid Token

If you raid, plunder 3. (Reveal the top three cards of the defending player's Hold, put up to one noncrew card from among them into your Treasure Chest, then discard the rest. The defending player may recover one of them).

REXARD 2021 Winding Road Games SP 93/160

Repair



Raid Token

If you raid, stow up to two noncrew cards from your discard pile. (Put the chosen cards on the bottom of your Hold in any order).

REXARD 2021 Winding Road Games SP 94/160

★Buddy System



Asset

The first time you play a crew each turn, put a 1/1 Deckhand crew token into play.

Everyone needs a buddy.

REXARD 2021 Winding Road Games SP 95/160

★Buddy System



Asset

The first time you play a crew each turn, put a 1/1 Deckhand crew token into play.

Everyone needs a buddy.

REXARD 2021 Winding Road Games SP 95/160

Illegal Bore



Asset

When your cannon phase begins, you may discard a card from your hand. If you do, choose a cannon you control. It gets +2 cost and +2 power until the turn ends.

REXARD 2021 Winding Road Games SP 96/160

Illegal Bore



Asset

When your cannon phase begins, you may discard a card from your hand. If you do, choose a cannon you control. It gets +2 cost and +2 power until the turn ends.

REXARD 2021 Winding Road Games SP 96/160

Open Keg



Asset

This asset enters play with three counters on it. When it runs out, discard it.

When your turn begins, remove a counter from this asset and gain 2☉.

REXARD 2021 Winding Road Games SP 97/160

Open Keg



Asset

This asset enters play with three counters on it. When it runs out, discard it.

When your turn begins, remove a counter from this asset and gain 2☉.

REXARD 2021 Winding Road Games SP 97/160

Burgle



Captain

Whenever you breach, you may spend 1☉ to put a noncrew card discarded by the damage into your Treasure Chest.

REXARD 2021 Winding Road Games SP 98/160



Cleaver



Captain

Whenever you board, you may spend 1☉ to put a 1/1 Deckhand crew token into play.

REXARD 2021 Winding Road Games SP 99/160

Basher



5

4

Crew

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

He really needs to learn how to knock.

REXARD 2021 Winding Road Games SP 100/160

Basher



5

4

Crew

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

He really needs to learn how to knock.

REXARD 2021 Winding Road Games SP 100/160

★Chef Danl



2

3

Crew

Whenever this crew raids, you may draw cards equal to the number of crew in your party.

REXARD 2021 Winding Road Games SP 101/160

★Chef Danl



2

3

Crew

Whenever this crew raids, you may draw cards equal to the number of crew in your party.

REXARD 2021 Winding Road Games SP 101/160

★Dusty Zeke



2

2

Crew

Reckless - If you discard this card from your hand, you may spend 1☉ to play it.

Some people find powder to be a potent intoxicant, deadening the senses to a point where not even death can find them.

REXARD 2021 Winding Road Games SP 102/160

★Dusty Zeke



2

2

Crew

Reckless - If you discard this card from your hand, you may spend 1☉ to play it.

Some people find powder to be a potent intoxicant, deadening the senses to a point where not even death can find them.

REXARD 2021 Winding Road Games SP 102/160

★Friendo



X

X

Crew

X is the number of Deckhands in your party.

Pirate's best friend.

REXARD 2021 Winding Road Games SP 103/160

★Friendo



X

X

Crew

X is the number of Deckhands in your party.

Pirate's best friend.

REXARD 2021 Winding Road Games SP 103/160

Grappler



Crew

⚡: Choose a crew in your opponent's party. Stow this crew and the chosen crew.

It's all about leverage.

REXARD

2021 Winding Road Games

SP 104/160

Grappler



Crew

⚡: Choose a crew in your opponent's party. Stow this crew and the chosen crew.

It's all about leverage.

REXARD

2021 Winding Road Games

SP 104/160

Relic Diver



Crew

⚡: This crew gets +3 presence until the attempt ends. When the attempt ends, discard this crew.

REXARD

2021 Winding Road Games

SP 105/160

Relic Diver



Crew

⚡: This crew gets +3 presence until the attempt ends. When the attempt ends, discard this crew.

REXARD

2021 Winding Road Games

SP 105/160

Ship Sentinel



Crew

⚡: While defending, move a crew from the boarding party to reserve.

"I'll send 'em packing, boss."

REXARD

2021 Winding Road Games

SP 106/160

Ship Sentinel



Crew

⚡: While defending, move a crew from the boarding party to reserve.

"I'll send 'em packing, boss."

REXARD

2021 Winding Road Games

SP 106/160

★Tev the Tireless



Crew

As you play this crew, you may reveal a Pirate card from your hand. If you do, put a crew token into play that's a copy of this crew, except it's named Bram the Bold.

Whenever this crew raids, deal 1 damage to the defending player.

REXARD

2021 Winding Road Games

SP 107/160

★Tev the Tireless



Crew

As you play this crew, you may reveal a Pirate card from your hand. If you do, put a crew token into play that's a copy of this crew, except it's named Bram the Bold.

Whenever this crew raids, deal 1 damage to the defending player.

REXARD

2021 Winding Road Games

SP 107/160

Treasure Hoarder



Crew

When this crew enters play, gain 1☉ for each card in your Treasure Chest.

That thing loves treasure more than its own mother.

REXARD

2021 Winding Road Games

SP 108/160

Treasure Hoarder



3

1

Crew

When this crew enters play, gain 1☉ for each card in your Treasure Chest.

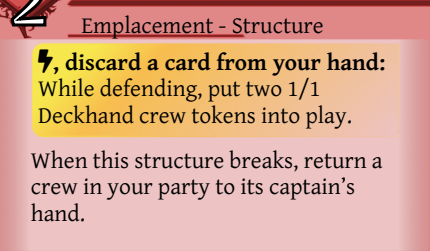
That thing loves treasure more than its own mother.

REXARD

2021 Winding Road Games

SP 108/160

Ambusher's Perch



2

Emplacement - Structure

⚡: discard a card from your hand: While defending, put two 1/1 Deckhand crew tokens into play.

When this structure breaks, return a crew in your party to its captain's hand.

REXARD

2021 Winding Road Games

SP 109/160

5



Cerberus

Emplacement - Cannon

⚙: Operate 2 (Limit 4 operators).

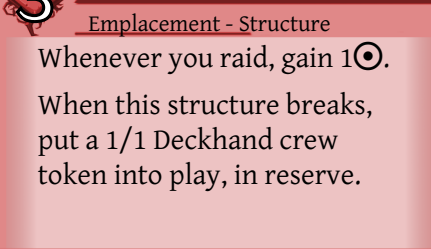
After this cannon fires, you may unstun it and fire it again. You may do this once each turn for every two operators it has.

Trevor Gannicott

2021 Winding Road Games

SP 110/160

Loot Bags



3

Emplacement - Structure

Whenever you raid, gain 1☉.

When this structure breaks, put a 1/1 Deckhand crew token into play, in reserve.

REXARD

2021 Winding Road Games

SP 111/160

4



Maw

Emplacement - Cannon

You may load an additional special ammo into this cannon.

Where does it put it all?

Brandon Gannicott

2021 Winding Road Games

SP 112/160

3

Mess Hall

Emplacement - Structure

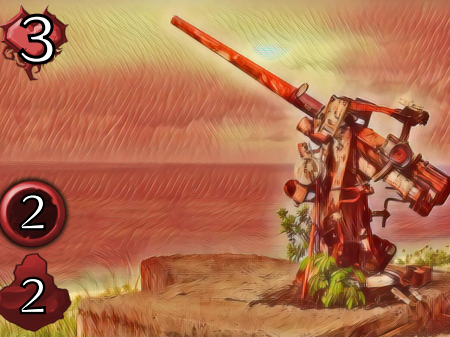
When your turn ends, draw cards until you have three cards in your hand.

When this structure breaks, put a 1/1 Deckhand crew token into play, in reserve.

REXARD

2021 Winding Road Games

SP 113/160



3

2

2

Raging Bull

Emplacement - Cannon

When your cannon phase begins, you may have this cannon get +2 cost and +2 power until the turn ends.

Brandon Gannicott

2021 Winding Road Games

SP 114/160

4

War Drums

Emplacement - Structure

⚙: Operate 1 (Limit 1 operator).

⚡: If this structure is operated, choose a crew. Move it to the attempt.



REXARD

2021 Winding Road Games

SP 115/160

Chow Time



Maneuver

Draw cards until you have cards in your hand equal to your maximum hand size.

Mealtimes are sacred on any ship flying the Pirate banner.

REXARD

2021 Winding Road Games

SP 116/160

Chow Time



Maneuver

Draw cards until you have cards in your hand equal to your maximum hand size.

Mealtimes are sacred on any ship flying the Pirate banner.

REXARD

2021 Winding Road Games

SP 116/160

Chum the Skies!



Maneuver

Deal 2 damage to each player.
Each player gains 4☉.

That ought to get the skywolves interested.

REXARD

2021 Winding Road Games

SP 117/160

Chum the Skies!



Maneuver

Deal 2 damage to each player.
Each player gains 4☉.

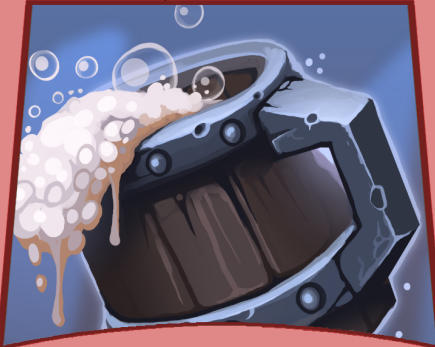
That ought to get the skywolves interested.

REXARD

2021 Winding Road Games

SP 117/160

Deck Party



Maneuver

Choose one:

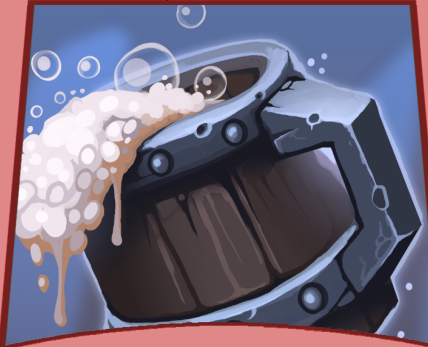
- Play two crew from your hand.
- Stow three crew cards from your discard pile. Eject this card.

REXARD

2021 Winding Road Games

SP 118/160

Deck Party



Maneuver

Choose one:

- Play two crew from your hand.
- Stow three crew cards from your discard pile. Eject this card.

REXARD

2021 Winding Road Games

SP 118/160

Overwhelm



Maneuver

Board, choosing this card as your raid token.

If you raid, deal damage to the defending player equal to the number of crew in your party.

REXARD

2021 Winding Road Games

SP 119/160

Overwhelm



Maneuver

Board, choosing this card as your raid token.

If you raid, deal damage to the defending player equal to the number of crew in your party.

REXARD

2021 Winding Road Games

SP 119/160

Rob the Engine Room



Maneuver

Board, choosing this card as your raid token.

If you raid, steal 6☉.

Staying aloft for weeks at a time requires a lot of fuel. Fortunately, wealthy ships always seem to have extra.

REXARD

2021 Winding Road Games

SP 120/160

Rob the Engine Room



Maneuver

Board, choosing this card as your raid token.

If you raid, steal 6☉.

Staying aloft for weeks at a time requires a lot of fuel. Fortunately, wealthy ships always seem to have extra.

REXARD

2021 Winding Road Games

SP 120/160

Sleight of Hand



Tactic Maneuver

While boarding, move a crew in your party to reserve. If you do, steal 2☉.

"See if you can rustle up some powder while you're over there, yeah?"

REXARD

2021 Winding Road Games



SP 121/160

Sleight of Hand



Tactic Maneuver

While boarding, move a crew in your party to reserve. If you do, steal 2☉.

"See if you can rustle up some powder while you're over there, yeah?"

REXARD

2021 Winding Road Games



SP 121/160

Sneak Attack



Maneuver

Fire an unstunned cannon you control.

Reckless - If you discard this card from your hand, you may unstun a cannon you control.

REXARD

2021 Winding Road Games



SP 122/160

Sneak Attack



Maneuver

Fire an unstunned cannon you control.

Reckless - If you discard this card from your hand, you may unstun a cannon you control.

REXARD

2021 Winding Road Games



SP 122/160

Sweep the Leg



Tactic Maneuver

Choose a crew with 5 or more presence in a party. Discard it.

The bigger they are, the harder they fall.

REXARD

2021 Winding Road Games



SP 123/160

Sweep the Leg



Tactic Maneuver

Choose a crew with 5 or more presence in a party. Discard it.

The bigger they are, the harder they fall.

REXARD

2021 Winding Road Games



SP 123/160

Walk the Plank



Tactic Maneuver

Choose a crew with 3 or less presence in a party. Discard it.

Not much of a choice, really.

REXARD

2021 Winding Road Games

SP 124/160

Walk the Plank



Tactic Maneuver

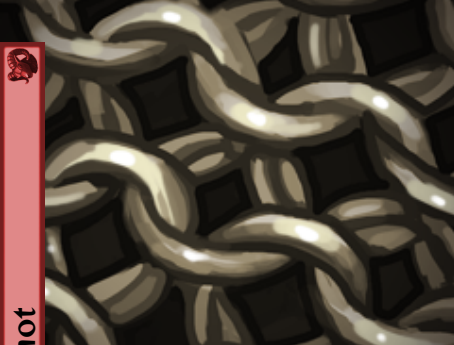
Choose a crew with 3 or less presence in a party. Discard it.

Not much of a choice, really.

REXARD

2021 Winding Road Games

SP 124/160



Chainshot

2

Special Ammo

This cannon gets -1 power.

Whenever this cannon breaches, your opponent discards two cards from their hand.

REXARD

2021 Winding Road Games



SP 125/160

Chainshot



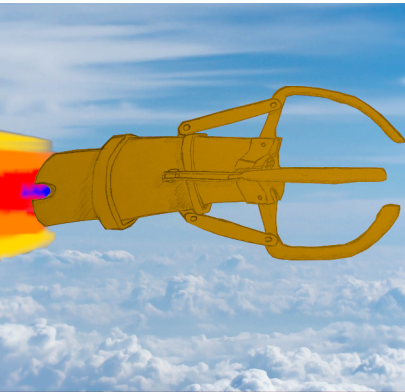
Special Ammo

This cannon gets -1 power.
Whenever this cannon breaches, your opponent discards two cards from their hand.

2

REXARD 2021 Winding Road Games SP 125/160

Prize Claw



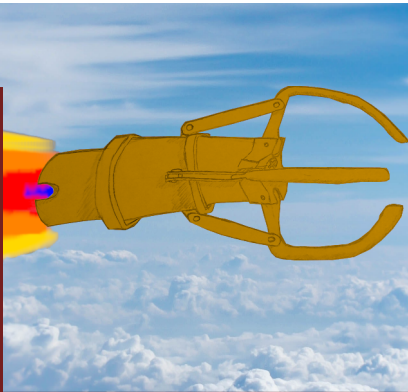
Special Ammo

Whenever this cannon breaches, plunder 1, then steal 1☉.

2 Every pull, a winner!

Trevor Gannicott 2021 Winding Road Games SP 126/160

Prize Claw



Special Ammo

Whenever this cannon breaches, plunder 1, then steal 1☉.

2 Every pull, a winner!

Trevor Gannicott 2021 Winding Road Games SP 126/160



★**Bram the Bold**

2 Token Crew **1**

Whenever this crew raids, deal 1 damage to the defending player.

REXARD 2021 Winding Road Games SP 127/160

Clearinghouse



Asset

Whenever you play a card from your Treasure Chest, gain 1☉.

Whoever said crime doesn't pay clearly hasn't tried it.

REXARD 2021 Winding Road Games SP 128/160

Clearinghouse



Asset

Whenever you play a card from your Treasure Chest, gain 1☉.

Whoever said crime doesn't pay clearly hasn't tried it.

REXARD 2021 Winding Road Games SP 128/160

Iron Lancer



Asset - Drone

Whenever you board, you may spend 1☉. If you do, this asset becomes a 3/0 crew until the attempt ends. Move it to the attempt.

REXARD 2021 Winding Road Games SP 129/160

Iron Lancer



Asset - Drone

Whenever you board, you may spend 1☉. If you do, this asset becomes a 3/0 crew until the attempt ends. Move it to the attempt.

REXARD 2021 Winding Road Games SP 129/160

Slush Fund



Asset

☉: Gain 1☉ and draw a card.

Yesterday's investment is tomorrow's payday.

REXARD 2021 Winding Road Games SP 130/160

Slush Fund



Asset

🌀: Gain 1☉ and draw a card.

Yesterday's investment is tomorrow's payday.

REXARD

2021 Winding Road Games

SP 130/160

Vault Guardian



Asset - Drone

Whenever you defend, you may spend 1☉. If you do, this asset becomes a 0/4 crew until the attempt ends. Move it to the attempt.

REXARD

2021 Winding Road Games

SP 131/160

Vault Guardian



Asset - Drone

Whenever you defend, you may spend 1☉. If you do, this asset becomes a 0/4 crew until the attempt ends. Move it to the attempt.

REXARD

2021 Winding Road Games

SP 131/160



Brax Amundus



Captain

Whenever you raid, you may spend 1☉ to put a noncrew card from the defending player's discard pile into your Treasure Chest.

REXARD

2021 Winding Road Games

SP 132/160



Tech-E



Captain

The first time you fire a cannon each turn, gain 1☉ or draw a card.

REXARD

2021 Winding Road Games

SP 133/160

Amundus Racketeer



Crew

When this crew enters play, return a noncrew card from your discard pile to your hand unless your opponent pays you 1☉.

REXARD

2021 Winding Road Games

SP 134/160

Amundus Racketeer



Crew

When this crew enters play, return a noncrew card from your discard pile to your hand unless your opponent pays you 1☉.

REXARD

2021 Winding Road Games

SP 134/160

Battle Tech



Crew

Whenever this crew raids, stun a cannon the defending player controls.

Tech-E's warriors only need a moment to sabotage opposing cannons.

REXARD

2021 Winding Road Games

SP 135/160

Battle Tech



Crew

Whenever this crew raids, stun a cannon the defending player controls.

Tech-E's warriors only need a moment to sabotage opposing cannons.

REXARD

2021 Winding Road Games

SP 135/160

★Demolition-X



4

2

Crew

Eject a card from your discard pile as an additional cost to play this crew.

Whenever this crew raids, the defending player may pay you 1☉ for each crew in their party. If they do not, discard them all.

REXARD

2021 Winding Road Games

SP 136/160

★Demolition-X



4

2

Crew

Eject a card from your discard pile as an additional cost to play this crew.

Whenever this crew raids, the defending player may pay you 1☉ for each crew in their party. If they do not, discard them all.

REXARD

2021 Winding Road Games

SP 136/160

Fence



2

2

Crew

☉: Choose a card you control. Put another counter of a type already there on it. Your opponent may pay you 1☉ to use this action, choosing a card they control. Use only once each turn.

REXARD

2021 Winding Road Games

SP 137/160

Fence



2

2

Crew

☉: Choose a card you control. Put another counter of a type already there on it. Your opponent may pay you 1☉ to use this action, choosing a card they control. Use only once each turn.

REXARD

2021 Winding Road Games

SP 137/160

★Garl Amundus



2

4

Crew

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

Whenever this crew repels, the boarding player may pay you 1☉ for each crew in their party. If they do not, then discard them all.

REXARD

2021 Winding Road Games

SP 138/160

★Garl Amundus



2

4

Crew

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

Whenever this crew repels, the boarding player may pay you 1☉ for each crew in their party. If they do not, then discard them all.

REXARD

2021 Winding Road Games

SP 138/160

Hired Muscle



4

5

Crew

Spend 1☉ as an additional cost to add this crew to your party.

A powder a day keeps the doctor away.

REXARD

2021 Winding Road Games

SP 139/160

Hired Muscle



4

5

Crew

Spend 1☉ as an additional cost to add this crew to your party.

A powder a day keeps the doctor away.

REXARD

2021 Winding Road Games

SP 139/160

Smuggler



2

3

Crew

When this crew enters play, you may put a noncrew card from your opponent's discard pile into your Treasure Chest. If you do, they gain 1☉.

REXARD

2021 Winding Road Games

SP 140/160

Smuggler



Crew

When this crew enters play, you may put a noncrew card from your opponent's discard pile into your Treasure Chest. If you do, they gain 1☉.

REXARD

2021 Winding Road Games

SP 140/160

Straw Man



Crew

React - Whenever a crew you control would be discarded or stowed, you may discard this crew instead.

REXARD

2021 Winding Road Games

SP 141/160

Straw Man



Crew

React - Whenever a crew you control would be discarded or stowed, you may discard this crew instead.

REXARD

2021 Winding Road Games

SP 141/160

Trained Skywolf



Crew

Discard a card from your hand as an additional cost to play this crew.
When this crew enters play, you may draw a card.
Whenever this crew raids, the defending player discards a card from their hand.

REXARD

2021 Winding Road Games

SP 142/160

Trained Skywolf



Crew

Discard a card from your hand as an additional cost to play this crew.
When this crew enters play, you may draw a card.
Whenever this crew raids, the defending player discards a card from their hand.

REXARD

2021 Winding Road Games

SP 142/160

4



Avenger



Emplacement - Cannon

React - Whenever you would pay this cannon's cost, you may eject three cards from your discard pile. If you do, spend 3☉ less.

Trevor Gannicott

2021 Winding Road Games

SP 143/160

3 Bazaar Stalls



Emplacement - Structure

☛, pay your opponent 1☉: Put one noncrew card from your opponent's discard pile into your Treasure Chest. Use only once each turn.
When this structure breaks, gain 1☉.



REXARD

2021 Winding Road Games

SP 144/160

4



Garbage Gun



Emplacement - Cannon

When your cannon phase begins, you may eject X cards from your Treasure Chest. If you do, this cannon gets +X power until the turn ends.

Trevor Gannicott

2021 Winding Road Games

SP 145/160

2

Mail Room



Emplacement - Structure

After mulligans, store the top five cards of your Hold on this structure facedown in a random order.
When your turn begins, put a card stored on this structure into your hand.



REXARD

2021 Winding Road Games

SP 146/160



Malliket Mortar

Emplacement - Cannon

Whenever this cannon fires, stun all other cannons you control.

No island makes a better gun than Malliket, but the recoil is something else.

Trevor Gannicott 2021 Winding Road Games SP 147/160

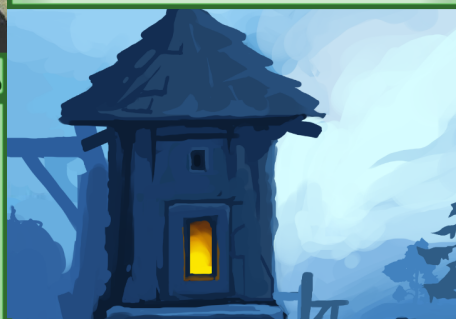
2

Tollbooth

Emplacement - Structure

Your opponent must pay you 1 as an additional cost to board.

All business conducted aboard a Trader League ship is subject to service fees.



REXARD 2021 Winding Road Games SP 148/160

3

Trade Pod

Emplacement - Structure

When your turn begins, you may eject a card from your discard pile to gain 1.

When this structure breaks, you may draw a card.



REXARD 2021 Winding Road Games SP 149/160

Acquire

Maneuver

Draw three cards.

Trader captains can't abide a shortage of anything.

REXARD 2021 Winding Road Games SP 150/160

Acquire

Maneuver

Draw three cards.

Trader captains can't abide a shortage of anything.

REXARD 2021 Winding Road Games SP 150/160

All That Glitters

Maneuver

Board, choosing this card as your raid token.

If you raid, plunder 4. You may put an additional noncrew card from the revealed cards into your Treasure Chest.

REXARD 2021 Winding Road Games SP 151/160

All That Glitters

Maneuver

Board, choosing this card as your raid token.

If you raid, plunder 4. You may put an additional noncrew card from the revealed cards into your Treasure Chest.

REXARD 2021 Winding Road Games SP 151/160

Deploy Drone

Tactic Maneuver

While defending, put a 0/4 Drone crew token into play. When the boarding attempt ends, discard it.

Protect the merchandise!

REXARD 2021 Winding Road Games SP 152/160

Deploy Drone

Tactic Maneuver

While defending, put a 0/4 Drone crew token into play. When the boarding attempt ends, discard it.

Protect the merchandise!

REXARD 2021 Winding Road Games SP 152/160

Careful Curation



Maneuver

Stow up to three cards with different names from your discard pile. Eject this card.

What you need, when you need it.

REXARD

2021 Winding Road Games

SP 153/160

Careful Curation



Maneuver

Stow up to three cards with different names from your discard pile. Eject this card.

What you need, when you need it.

REXARD

2021 Winding Road Games

SP 153/160

Contract to Kill



Tactic Maneuver

While boarding, move a crew in your party to reserve. If you do, choose and discard a crew the defending player controls.

REXARD

2021 Winding Road Games

SP 154/160

Contract to Kill



Tactic Maneuver

While boarding, move a crew in your party to reserve. If you do, choose and discard a crew the defending player controls.

REXARD

2021 Winding Road Games

SP 154/160

Cook the Books



Maneuver

Put a noncrew card from your discard pile into your opponent's Treasure Chest as an additional cost to play this maneuver.

Gain 4☉.

REXARD

2021 Winding Road Games

SP 155/160

Cook the Books



Maneuver

Put a noncrew card from your discard pile into your opponent's Treasure Chest as an additional cost to play this maneuver.

Gain 4☉.

REXARD

2021 Winding Road Games

SP 155/160

Double Cross



Tactic Maneuver

Gain control of a crew with 2 or less presence in your opponent's party until the attempt ends, and move it to your party.

REXARD

2021 Winding Road Games

SP 156/160

Double Cross



Tactic Maneuver

Gain control of a crew with 2 or less presence in your opponent's party until the attempt ends, and move it to your party.

REXARD

2021 Winding Road Games

SP 156/160

Hefty Bribe



Tactic Maneuver

Pay your opponent 3☉ as an additional cost to play this maneuver.

The boarding attempt ends. (Stow all crew in the boarding and defending parties, then the boarding player's action phase ends).

REXARD

2021 Winding Road Games

SP 157/160

Hefty Bribe



Tactic Maneuver

Pay your opponent 3☉ as an additional cost to play this maneuver.

The boarding attempt ends. *(Stow all crew in the boarding and defending parties, then the boarding player's action phase ends).*

REXARD 2021 Winding Road Games SP 157/160

White Flag



Maneuver

Pay your opponent 2☉ as an additional cost to play this maneuver.

Your opponent skips their next cannon phase.

REXARD 2021 Winding Road Games SP 153/160

White Flag



Maneuver

Pay your opponent 2☉ as an additional cost to play this maneuver.

Your opponent skips their next cannon phase.

REXARD 2021 Winding Road Games SP 158/160

Quicksilver



Special Ammo

This cannon gets -1 cost.

We're not exactly sure how it works, but you can't argue with the results. How many can we put you down for?

3

REXARD 2021 Winding Road Games SP 159/160

Quicksilver



Special Ammo

This cannon gets -1 cost.

We're not exactly sure how it works, but you can't argue with the results. How many can we put you down for?

3

REXARD 2021 Winding Road Games SP 159/160



Drone

0 Token Crew - Drone 4

(When the boarding attempt ends, discard this crew).

REXARD 2021 Winding Road Games SP 160/160



Drone

0 Token Crew - Drone 4

(When the boarding attempt ends, discard this crew).

REXARD 2021 Winding Road Games SP 160/160