

The Crow's Nest™

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Margaretta Orduño by Lynn Hunter

Issue #3

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The Merchantman

By Dana DeVries

The cannonball ripped through the planking on the elderly merchantman. Arm length splinters spun across the lowering sun. The swifter pirate ship tacked again to bring more guns to bear. The man at the tiller spoke, "That should be enough to convince them, Julia." The dark, diminutive woman nodded as she fingered the cutlass at her side. Her long hair briefly covered her face and concealed the scar marring her fierce features. But her voice when she spoke was soft and gentle. "Agreed, captain. You and your men have handled yourselves well. This should all be over soon."

The captain turned and shouted out orders to his men. Topmen dropped the sails and a white flag was run up. Their pursuer's final cannon volley arched over the water, falling just aft of the *Raven*. Julia snorted in disgust at their poor aim. Walking the length of the *Raven*, she thumped upon the large crates of cargo designated for a Castilian port they would never reach. Reaching the forecandle, she turned to watch the pirate vessel pull alongside and grapple the merchantman. A horde of unwashed hooligans crowded to the deck of the *Raven*. They waved a motley collection of belaying pins, rusty swords and pistols in the air as they descended upon the unarmed topmen who had gathered upon the deck amidst the boxes and cargo. Only Julia bore weapons.

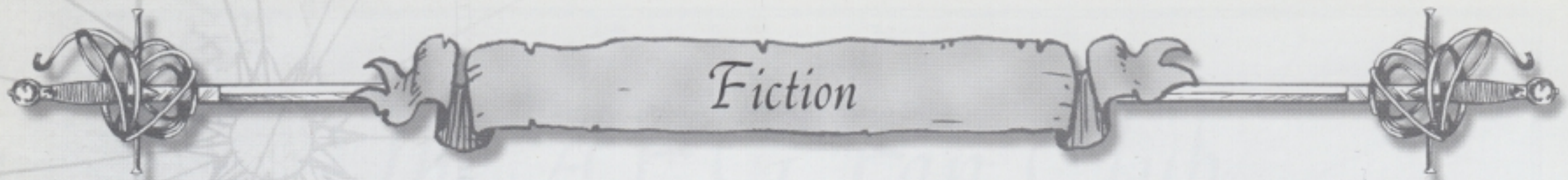


The pirates' burly captain strode forward after the initial rush had checked that the sailors were no threat. He bellowed out, "Who's in charge of this cowardly lot?" *Raven's* captain nodded to Julia. She stepped to the edge of the forecandle and called out in a clear voice, "I am."

"Nah, ya aren't. Ah'm in charge of this here boat now. And if ya think different than Ah kin teach ya better." The pirate strode towards her wielding an enormous blade.

"Actually, Captain Groggens." The burly pirate slowed in surprise that she knew his name. "The Guild taught me everything I know. Now I'm going to teach you..." Her piercing whistle broke the silence that her words had created. With a crash, five large cargo boxes lifted off the decking and crashed aside. Burly mercenaries wearing the gear of a half dozen nations lunged out from beneath their hiding spots. A dozen pistols hammered into the pirates and were tossed aside for more immediate weapons. An enormous blonde man wielding a panzerhand lead a screaming charge into the center of the pirates. The merchantman's topmen disappeared into the rigging.

Julia's cutlass whistled out to parry Groggen's first blow. "The first thing they taught me in the Merchant's Guild was to understand your opponent. You thought that a fat, slow merchantman hugging the coastline was easy pickings. I



knew that a prize like that would draw you out of your rat's lair." Groggens lunged time and again at Julia, only to be parried each time. Finally, one of his attacks slashed along her left arm. She didn't even appear to notice. Behind him, he heard the sound of the mercenaries slaughtering his disorganized men. Nets fell from the rigging to ensnare several of his men. Groggens noticed just in time and managed to leap aside before one fell upon him.

"Always know what you're buying and its quality. Otherwise you're likely to find yourself surprised at what you get. So when I went looking for mercenaries, I purchased the best available. It was more expensive. But when the Castilians realized you were taking their countrymen's money to smuggle their wives and children out of Montaigne-held areas and then dumping them overboard...Well, let's just say that the money was easy to obtain." Groggens looked back to see that his men had been herded to an area directly in front of one of the remaining cargo boxes. His shouted warning went unheard beneath the sharp crack of a cannon loaded with grapeshot exploding from within the crate. The deck transformed into a bloody mess before his eyes.

He barely parried the slash of Julia's cutlass and his eyes fell to the pistol lying on the deck at his feet. "I... I yield... I give you my word that I'll drop my weapon if you promise not to kill me."

Julia sneered. "Always fulfill your bargains. If you break your word, no one will trust it again. Those women and children trusted you to smuggle them out. I'm not so trusting."

Groggens began to blubber, "Please don't kill me. I give up. I don't want to die." He dropped his sword at her feet.

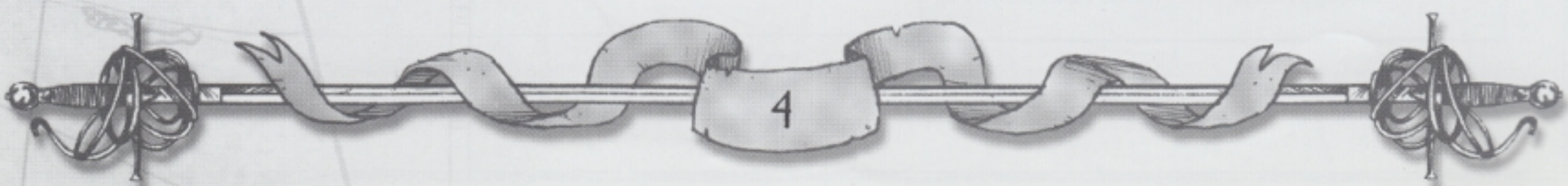
Julia's face hardened as she dimpled her cutlass into the soft skin of his throat. "All right. I will not lower myself to your level." She turned from him and called out to her men.

Quick as a snake, tears forgotten, Groggens snatched the pistol from the ground and put the barrel next to her head.

"Now. Ah said Ah was 'n charge an' Ah meant it. Nobody moves or the pretty lady what pays ya is gonna be missin' a head."

Julia smiled darkly and twisted in his grasp. As he pulled the trigger, the pistol clicked upon a spent cartridge. "Keep your eyes open for opportunity. You never know which details will matter. That's Thomas's pistol. He already fired it."

She rammed the cutlass into his chest. Groggens dropped bonelessly to the deck. "Last lesson of the Guild: Always be willing to change with the situation. Otherwise, you'll be stuck with a cargo you don't want." She wiped the blade on his shirt and turned back to her men as the sun dropped below the horizon.



Ussura's Monsters

By Ree Soesbee

Firebird

Hero

TN to be Hit: 35

Brawn: 5

Finesse: 3

Resolve: 3

Wits: 3

Panache: 2

Attack Roll: 0k3 bite

Damage: 6k3 (fire damage)

Skills: None

The fabulous firebird is a wholly unique creature, more powerful than any other. Its magic rests in its ability to be reborn, and to grant the wishes of honest men and women. Those who pursue the firebird and have captured it often find themselves blessed with a feather – and a single wish.

Anything in the world.

The firebird is sentient, but does not choose to talk or interact. It rarely visits the court of the Beast Kings, and only rarely flies across the sky in Ussura. Shy and retiring, it prefers to live in its golden cage deep within a magic garden, hidden in the northern mountains of Gallenia near Breslau. She (for the firebird is female) remembers all of her past

incarnations, and when 100 years have passed, she will light a tremendous bonfire with her wings and turn herself to ash. Within the ash lies a single large egg, glowing like a coal. If that coal is left in a warm place (such as the remnants of the firebird's pyre), it will eventually hatch into a new firebird and the cycle will begin again.

However, something horrible has happened recently. The firebird arranged her pyre, lit the flames, and died in a whisper of ash... but the egg was stolen before it could hatch. No one knows what became of it, but the firebird has not been seen over Ussura's skies for many years.

Yeti

Henchmen

TN to be hit: 15

Brawn: 6

Finesse: 2

Resolve: 2

Wits: 1

Panache: 1

Attack Roll: 3k2 punch, 3k3 punch, 3k1 bite

Damage: 6k2 punch, 6k2 punch, 3k2 bite

Skills: Ambush 2, Footwork 2, Stealth 4, Tracking 4

Terrible, man-like beasts similar to great apes, the Yeti live in high mountain ranges and cold wastes, and prefer the length of the Gora Bolshoi mountains to any other place in the world. They thrive on raw meat – particularly the meat of humans – and are said to be a crossbreed of the Firbor giants and normal human women who were carried away in raids. Yeti are seven to ten feet tall, covered in thick hair and fur, and travel in family units of two to five.

They are not known to be intelligent creatures, but do possess a certain animal-like cunning. Monstrous strength, sharp claws and unflagging stamina – such that a Yeti can run for days at a time without pausing – make up the rest of their terrible weaponry.

Firbor

Villains

TN to be hit: 20

Brawn: 7

Finesse: 2

Resolve: 3

Wits: 2

Panache: 2

Attack Roll: 4k2 (fist), 4k2 (fist), or by weapon

Damage: 7k2 fist, 7k2 fist, or by weapon

Skills: Varies by individual, though most have formidable athletic and hunting abilities, and all are skilled in any weapons they may be carrying.

The ancient giants of Ussuran legend do exist, and they are angry. Exiled by Matushka to the lower realms beneath the mountains for “as long as the sun shall shine”, the Firbor long for the day when the sun will turn black and they can return to the surface to destroy the humans and reclaim lost Odyesse. Scholars believe that the Firbor are related to the legendary Firbolgs of Inismore, but no conclusive proof has been found. The two species are physically similar, however,

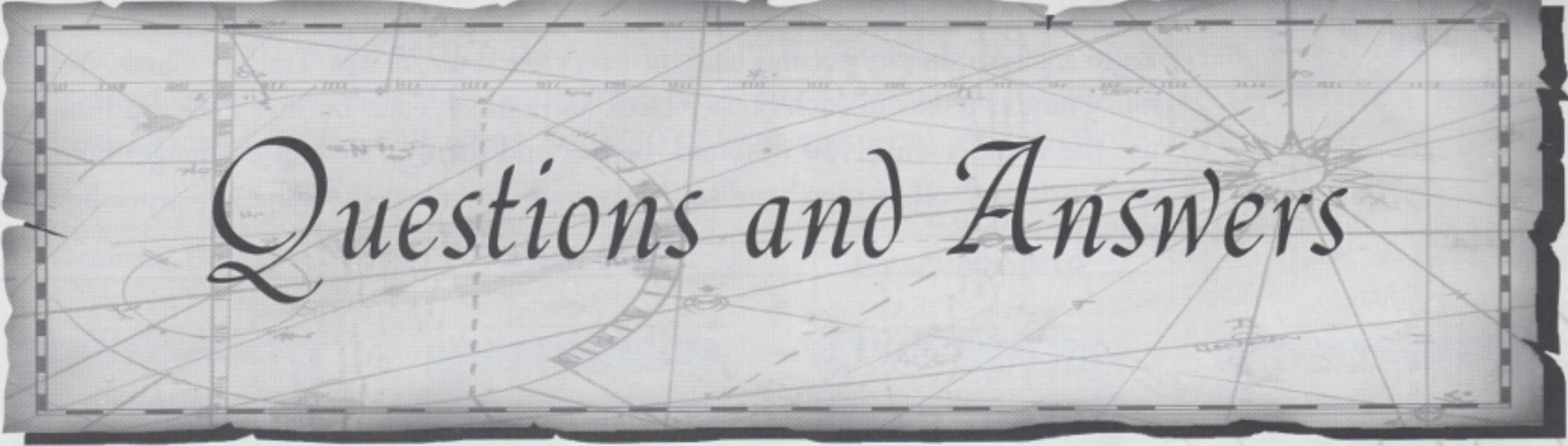
and their nearly-identical names strongly suggest a common heritage.

Hunting humans is said to be their greatest sport, and the Firbor will occasionally trap an entire village of men and women, only to release them into their labyrinths beneath the mountains. The lucky few that found a way out of the caves have said that the Firbor hunt with spears and nets, also hurling boulders down tight corridors to smash their prey.

Firbor grow as tall as thirty feet, and live in tremendous caverns of stone deep beneath the mountains of Ussura. Once beautiful, noble and proud, now they have been twisted by their time under the mountains. Some Firbor bear the scars of Matushka’s curse in the form of shortened limbs, glassy white eyes, or boils caused from the constant rubbing of the rock against their backs as they travel through their underground kingdom. Some have become so twisted that they are monstrosities themselves, with extra limbs or vestigial eyes and hands. Stronger than fifty men and capable of a cunning that hunts the hunter, the giants of legend await the day when Matushka’s curse lessens, that they might break free and slaughter those who forced them from their cities.

The Firbor have a cousin race of underwater sea-giants that live in the depths of the ocean, and beneath Odyesse’s sea labyrinth. These giants still retain the beauty of their race, but they are even more evil than their earth-bound cousins.





Questions and Answers

The following is an effort to address several concerns our customers have expressed regarding the 7th Sea product line.

1. Why is the CCG storyline moving forward, but not the RPG storyline?

We're still establishing the nations and secret societies in the RPG, and the only way to keep things clear is to hold off on advancing the timeline until they're all out (probably around June 2001). If we push forward on the storyline while still establishing the nations, then things will become very confused. It's simpler and easier to start all of the "foundation books" at a common point, and the move forward when they have all been established. In addition, this keeps people from having to buy books they don't want just to find out what's happening in the timeline. It wouldn't be fair, for example, to make an Avalon fan buy the Eisen book just to find out what's going on in Avalon, nor would it be fair for an Eisen fan to give up several pages in the Eisen book just to talk about Avalon story updates.

Coincidentally, that point is right about the time the first CCG arc is wrapping up. The Gen Con 2001 tournament will officially connect the storyline for *both* the CCG and the RPG. After the Gen Con results are assimilated, we'll run a complete world update in an RPG supplement, detailing everything that's happened in both properties as

well as (hopefully) ways to integrate your RPG characters into the story. That way, RPG players won't have to purchase the CCG to get story updates; they simply have to wait for the update.

The second CCG arc will proceed in time with the RPG, and important events will be reflected in both product line (or at least as near as we can manage).

This is still tentative, so don't hold us to it, but at the moment, that's the plan. Regardless of what final outcome it, we intend to bring the CCG and RPG closer together once the nation and secret society books are out.

2. Why are there no nation maps in the Nation sourcebooks?

Because nation maps had already been published in the *GMs' Guide*, we thought the players would be better served with new maps detailing cities and specific buildings rather than a reprint of the old maps. We made an exception with the upcoming Ussura sourcebook, because many of the sites there were not covered in the *GMs' Guide* map. For those interested in detailed maps, don't worry. We intend to publish a 7th Sea Atlas, containing detailed maps of every nation, plus new descriptions of the most important cities and landmarks, in the near future.

Continued on page 10

7th Sea™

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Continued from page 7

3. Will there be an Explorer's Society sourcebook?

That depends on the fans. Information on the Explorer's Society has been provided in the *7th Sea GMs' screen* and in the *Erebus Cross* series of modules. Many fans have asked for a more formal version of the Explorer's Society sourcebook, and we intend to deliver. However, given the current schedule, it may be some time. We have an equal or greater demand for the remainder of the nations and secret societies,

an atlas, a church sourcebook, a timeline update and numerous other products. We want to focus on those endeavors before reprinting and/or embellishing previously published information. The Explorer's Society will be along in a formal sourcebook eventually, however... as will a Crescent Empire sourcebook, a Cathayan sourcebook, more complete coverage of the Midnight Archipelago – and the first signs of a New World. With luck, these products will be smoothly merged with events in the CCG, allowing fans of either or both product lines to immerse themselves fully in the world of 7th Sea.



Making the Most of Your Ship

By Skip Franklin

In the *7th Sea CCG*, your Ship is the second most important card (after your Captain). It is one of the two cards that you always have in play, and it can heavily influence deck design. Let's take a look at each of the Ships available in the game today. Each has strengths, each has weaknesses, and most may only be used by a particular faction – which may limit or increase the Ship's abilities.

Each Ship has three things in common:

Move Cost – Briefly put, the Move Cost represents how difficult it is to sail your Ship, both for moving from Sea to Sea and for starting (or cancelling) Boardings. The smaller Ships, with 1 or 2 Move Cost, are easier to sail and thus require less expensive Crew (or higher cost Crew with additional skills). Medium sized ships have a move cost of 3, and the larger vessels require 4 sailing. The lower the move cost, the greater your ability to pick and choose the Crew who can move your Ship.

Ship Move Cost also factors into the cost of certain cards, such as *Into the Fog* and *Hiding in the Reefs*, and the playability of others, such as *Speed Isn't Everything* or *Tight-Knit Crew*. Smaller Ships can use these cards, which are mainly defensive in nature, to make up for the lower number of Crew that those Ships can support.

Crew Maximum – In *7th Sea*, the majority of your resources, both offensive and defensive, will be in your Crew. Generally, the more Crew you have, the more resources you have, and the better your Ship will fare. (Note that there are other considerations – this is a generalization, and not always true.) The maximum number of Crew is a very important statistic for a Ship, and often one of the primary considerations when determining what vessel to use.

The Ship's Crew Maximum and Move Cost are tied together. The 1 and 2 Move Cost Ships can have between 5 and 7 Crew, those with 3 Move Cost hold 8 to 9, and those with 4 hold 10 to 13. As mentioned earlier, the Ships with lower Move Cost have access to certain other resources that help to even out the disparity in Crew size. There are ways to increase the Crew Maximum of a Ship – *Hammocks* is the most common – but since those are available to almost every Ship, they have little impact in determining a strategy for yours.

Free Move – This is the second ability on each Ship. (React: Tack before performing an action to move to an adjacent sea.) The name “Free Move” is a bit misleading, since it isn't totally free – it requires tacking your Ship. For some Ships, this can be quite a cost, as it prevents the use of the Ship's ability. Other Ship abilities do not require the Ship to tack and are therefore unaffected by the Free Move.



The Free Move is very useful when attempting to chase down an opponent, since it allows you to move into a Sea and then immediately perform an action (that big cannon attack, for example, or starting a Boarding). This ability can limit the usefulness of an opponent's ability to flee and bring your best weapons to bear.

While the three traits above are common to every Ship, each Ship's alignment and abilities really set it apart from the others. The following discussions lay out the pros and cons for each Ship (in alphabetical order).

The Black Dawn (Sea Dogs)

The luck of the Sea Dogs are apparent in this ability – to avoid hits directed toward it. As a small Ship, *The Black Dawn* can also make good use of the usual array of defensive actions (Into the Fog, Speed Isn't Everything) that make it an even better hit absorber (or avoider). As with most small vessels, this Ship's biggest weakness is lack of crew space – but as a Sea Dog aligned Ship, *The Black Dawn* can overcome this limitation with cards like *The Queen's Reward* and *Dorf Klinderhoff*.

The Black Freighter (Black Freighter)

The Black Freighter is a unique Ship in Théah – and not only because all of the Crew are dead. The high Crew Maximum of this Ship reflects not just the space available for Crew, but also the ability of the undead to be packed into a small space. The undead need the ability to be packed aboard, since the Skeletal Crew have to sink when absorbing hits. This also ties in nicely with the ability of the Freighter, since those sunk Crew (which end up in the discard pile) can then be recycled to the top of your deck.

Corazon del Castille (Castille)

The only Castille Ship to date, the *Corazon* is one of the largest class of 7th Sea Ships. Being aligned to the Castille, it is assured that the *Corazon* will have no shortage of beefy Crew to bring on board to absorb hits and inflict damage in Boardings. With a Crew Maximum of 11, this Ship should have no shortage of available Crew. As a faction mainly concentrated on boarding their opponents, the Castillians must find a way to corner their opponents – and the *Corazon's* ability assists in that. The Ship itself can start a Boarding or help to pay for Boarding cards (such as *Ambush Boarding* or *High Seas Boarding*), allowing the Castillian player to save Crew for other purposes (such as inflicting hits). Even better, with the help of *Extra Watch*, the *Corazon* can actually use a otherwise sail-less Crew to start a Boarding!

The Crimson Roger (Crimson Rogers)

The Crimson Roger faction has the best command of the cannon skill – and their Ship is no exception. The ability to add an extra 2 cannon to any Cannon attack – or any other purpose for which you might produce Cannon – can be useful in a multitude of ways. Combined with *Reis's* ability, a single Crew can produce 3 cannon beyond their printed value, or combined with *Captain Reis* a one cannon Crew can pay for *12-Pound Cannon Volley*. The *Crimson Roger's* 3 Move Cost and 9 Crew Maximum allows for plenty of Crew to use that extra cannon with – a good all-around Ship.



The Discovery (Explorers)

The ability for your Ship to produce sailing seems less than useful at first glance – every Ship can already move to another Sea, after all. But The *Discovery's* ability becomes very useful when you consider that it can stop a Boarding, pay for Hiding in the Reefs, help to play a control card, pay for half of Betrayal, add points to Crossing the T, etc. Using your Ship to produce sailing is almost like having an additional Crew, especially when playing against Boarding decks. The Explorers have many options for the use of this Ship.

The Dolphin (Unaligned)

As the only unaligned Ship with a good Move Cost to Crew Maximum ratio, The *Dolphin* is a valid choice for almost any faction. The Ship's ability complements boarding-centric factions such as the Castille or Vesten, with its built-in card advantage for Swordsmen in a Boarding, and the medium Move Cost allows those factions to board fairly easily. This Ship is also a good choice for the Montaigne, who with the assistance of The General can have 11 Crew on board, many of whom are already Swordsmen. The *Dolphin* is an excellent medium-sized boarding Ship.

Fair Weather Friend (Unaligned)

Another of the unaligned Ships, the *Fair Weather Friend* can be used by any faction. More than perhaps any other Ship, the *Fair Weather Friend* requires flexible play and good deck-building skills. Unlike most Ships, the ability of this one is useless during actual gameplay. The *Fair Weather Friend* trades gameplay abilities for the option of customizing your deck based on your opponent's starting Crew. To make the best use of this Ship, your deck should be as trim as possible (exactly 60 cards is good) to maximize the impact of the removal of your six cards. The initial deck should include 6 to 10 cards that may not be playable against everyone, but can be very powerful against the right opponent. (The Great Grey is a good example – it's only useful against a faction that is likely to have lots of

adventures in play, but 5 free hits can turn a game in your favor.) Remove the cards that are likely to be less useful against your current opponent, and use your customized deck to take advantage of your opponent's weaknesses.

The Falcon's Roost (Brotherhood)

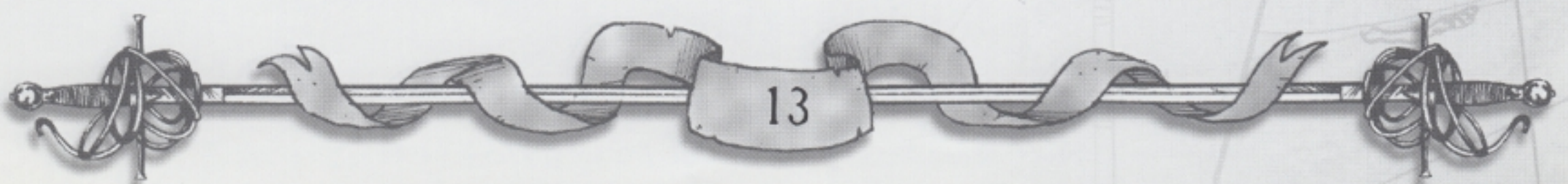
The Brotherhood's original topman, Denny Le Bree, has trouble taking hits. Combined with *The Falcon's Roost*, though, Denny can stop any cannon attack. This ability provides a much-needed boost to the hit absorption (or actually, avoidance) for the Brotherhood. Combined with Extra Watch, it is possible to cancel multiple cannon attacks per turn! The *Roost's* 9 Crew Maximum also puts the Brotherhood on par with most other factions in terms of Move Cost/Crew Maximum ratio. *The Falcon's Roost* is an excellent addition to the Brotherhood's Ship collection.

Freedom's Key (Corsairs)

Freedom's Key is an interesting Ship, in that it breaks the Move Cost/Crew Maximum rules without any additional cards. With a couple of Captive crew (an easy task for the Corsairs), *Freedom's Key* becomes 2 Move Cost and effectively 9 Crew Maximum, which is an excellent ratio. This ability allows a player to not only have a good number of Crew, but also to use the extra defensive cards available to smaller Ships. The strength of *Freedom's Key* is to put a lot of Crew on a fast Ship.

Grenouille du Grace (Montaigne)

Ah, the Graceful Frog. Small and quick are the important characteristics of this Ship, which ties in well with the ability of its Captain, The General. Unfortunately for the Frog, the exact same characteristics are now shared by another Ship – *Die Seevogel*. The ability to produce one Influence can occasionally be useful, but generally *Die Seevogel* is a better choice for Ship abilities. To make matters worse, The *Grenouille du Grace's* niche has been for fast Montaigne decks in the past, but its time is over. Expect the Graceful





Frog to be sent into honorable retirement from constructed deck play.

The Hanged Man (Brotherhood)

Two adventuring can be useful in many ways, mainly to complete cheaper adventures without tacking a Crew. The limitations of the *Hanged Man*, though, outweigh the usefulness of the Ship's ability. The poor Move Cost/Crew Maximum ratio limits the Brotherhood Crew. Overall, the *Hanged Man* is inferior *The Falcon's Roost* or *The Dolphin* for the Brotherhood faction.



Homeward Arrow (Unaligned)

Now this is a small Ship – rowboat may be a better term. The Homeward Arrow may only have 5 Crew on board – and without the ability to increase this number, it becomes difficult to keep up with your opponent even though the *Arrow* is the fastest Ship in Théah. There are ways around this limitation, though – there are several Crew that do not count against the Ship's Crew Maximum, and some even have attachments to grant this status (Pack 'Em In). Also, the Homeward Arrow can use many of the best defensive cards much easier than other Ships – Into the Fog costs only three sailing, Speed Isn't Everything is useable, and Hiding in the Reefs costs a mere one sail. *The Homeward Arrow* is a difficult Ship to use, but in the right deck it can hold its own with the rest of the seven seas.

The Hurricane (Sea Dogs)

The Sea Dogs' second Ship brings a different twist to the lucky Dogs – instead of absorbing hits, *The Hurricane* allows additional card drawing. The Ship ability, though, is less impressive than the 9 Crew Maximum, which when

combined with The Queen's Reward and Dorf Klinderhoff, results in 11 Crew on a 3 Move Cost vessel. The disadvantage to *The Hurricane* is that many of the best Sea Dog crew have only 2 sailing, so moving the Ship can be a concern. Overall, though, *The Hurricane* is a solid Ship that can bring many of the good Sea Dog Crew into battle.

The Invictus (Unaligned)

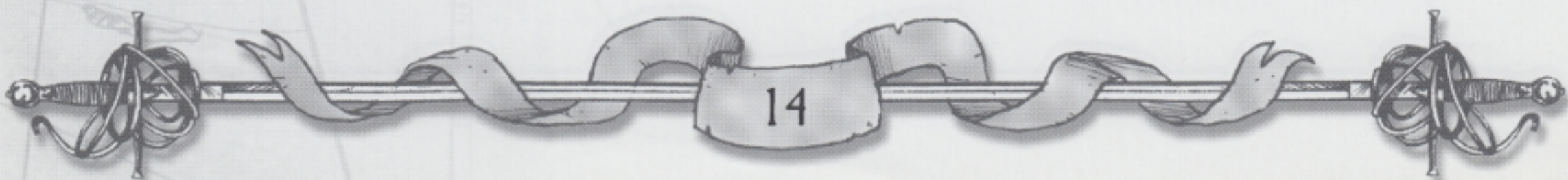
This unaligned Ship comes with a hefty Move Cost and minimally useful ability. For most factions, 4 Move Cost means that most of their Topmen are unable to move the Ship alone – and factions that do have Topmen with 4 sailing generally have better Ship choices available, with more Crew Maximum and better abilities. *The Invictus'* ability seems useful at first glance, but the limitation that the cannon attacks can only be reduced to 1 makes it all but worthless. "Plinker" cannon decks that do large numbers of small cannon attacks will still be able to damage The Invictus, and "atomic cannon" that relies on a few large cannon attacks won't be fazed by a single point of attack reduction. Expect to see *The Invictus* only very rarely in Théah.

Le Predateur des Mers (Montaigne)

The Predator of the Sea – in my opinion, one of the best Ship names in the game – is designed to be the flagship of a fleet. Its ability to bring Allies into the same Sea gives this Ship command of many strong Sea Attachments – and since it is aligned to the Montaigne, the influence cost of many of those Allies is fairly easy to obtain. The biggest disadvantage of *Le Predateur des Mers* is the low Crew Maximum, but proper use of one's Allies and/or The General's ability can overcome this limitation.

The Revensj (Vestenmannavnjar)

The Vestenmannavnjar are another faction that is focused almost exclusively on boarding, and the ability of *The Revensj* reflects this tendency. An additional two cards at the beginning of a Boarding can be extremely pivotal, especially if the Boarding occurs at the end a turn after both players





have depleted their hands with other actions. With a 3 Move Cost and 9 Crew Maximum, *The Revensj* is well suited to a Boarding faction, allowing ease of movement and a decent number of Crew. With the release of *The Dolphin*, though, expect some Vestenmannavnjar players to abandon *The Revensj* for the new unaligned Ship to gain the ability of drawing one card during most Boarding rounds instead of two cards only once per Boarding.

The Scarlet Roger (Crimson Rogers)

As a cannon-centric faction, the Crimson Rogers are generally (although not always) trying to avoid Boardings. The ability of *The Scarlet Roger* is perhaps the best way in the game to do this, especially considering the large amount of cannon normally available to the Crimson Roger crew. It can even cancel High Seas and Ambush Boardings with no additional cost! Though sailing is not a strong point of the faction, the 4 Move Cost of *The Scarlet Roger* is not a large concern given the ability of the Ship, and 11 Crew Maximum is a great boon to the Crimson Roger cannoneer.

Die Seevogel (Unaligned)

"The Sea-bird" is one of the few Ships that any Captain may choose to command. As a small Ship, *Die Seevogel* has little room for Crew, but the ability to untack one of your non-Captain Crew can assure that the most will be gained from those that are on board. This Ship is probably best used with The General, as his ability to increase the Crew Maximum of your Ship by 2 brings *Die Seevogel* to a respectable 8, and when combined with Pepin's ability to untack any Crew, The General himself can tack three times per turn.

Strange Skies (Corsairs)

Another of the frigates of Théah, the *Strange Skies* has a large Crew Maximum to support its Captain's penchant for taking many Captives in his battles. Combined with the ability to play Pack 'Em In on those Captives, the *Strange Skies* can hold a very large number of Crew. The Ship's ability is useful in a number of ways, most notably to negate the

effects of cards like the Hull Damages, Below the Waterline, or Savage Storm. Overall, the *Strange Skies* is a solid Ship for the Crescent player who relies on large numbers of Crew to overwhelm an opponent.

Uncharted Course (Gosse)

This Ship has perhaps the best ability of any in *7th Sea*. There are many Ship Attachments – Fine Galley, Treasure Hold, and Well-Stocked Armory, to name a few – that other factions find it hard to use effectively because of the extra Crew restriction. The Gosse can use these attachment with impunity, often giving them an effective Crew Maximum of well above the printed 9 on the *Uncharted Course*. By itself, the *Uncharted Course* is little more than a standard Ship – but combined with many of the Ship Attachments available, it becomes an incredibly powerful vessel.

AEG Fan Club

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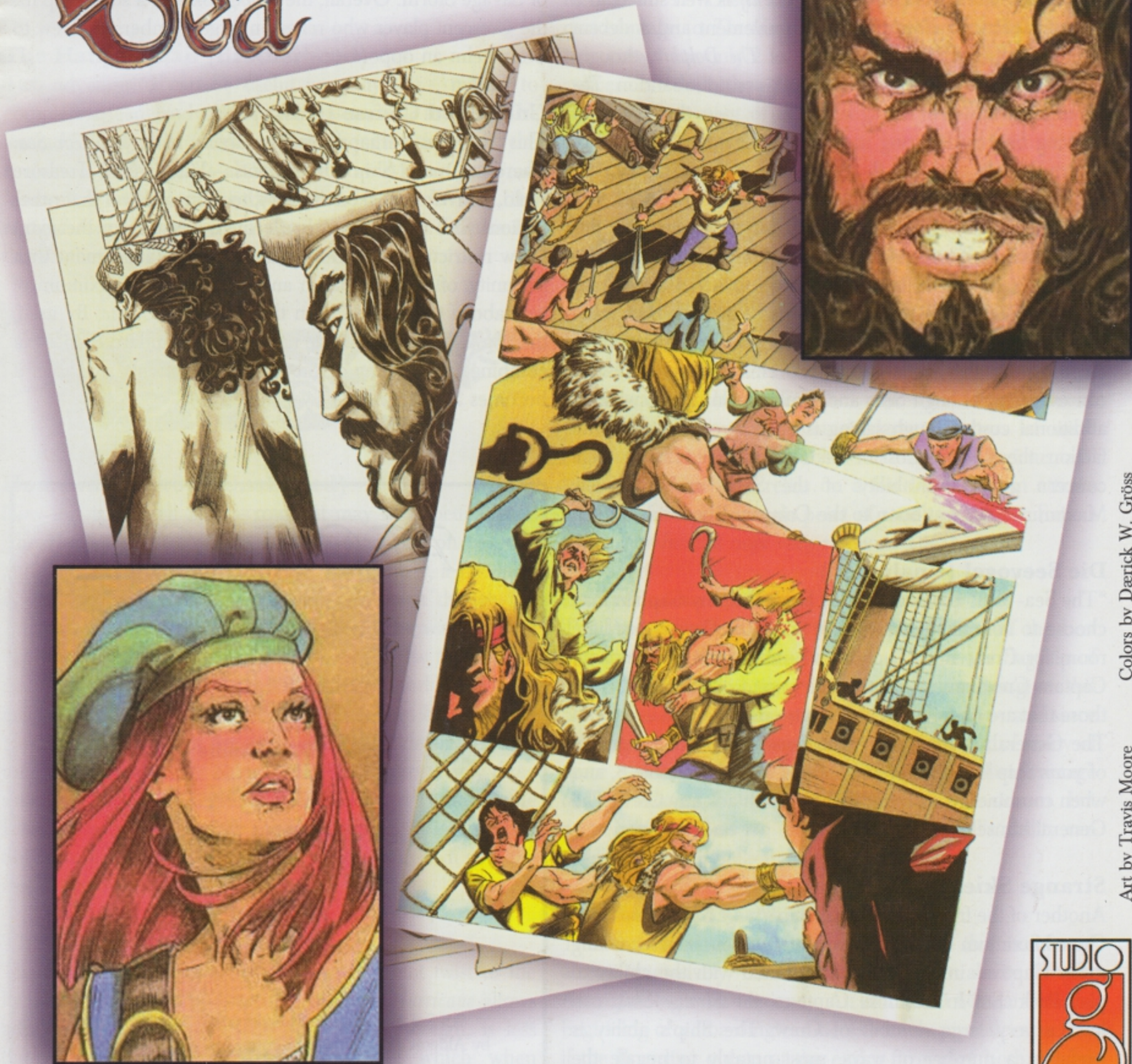
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