

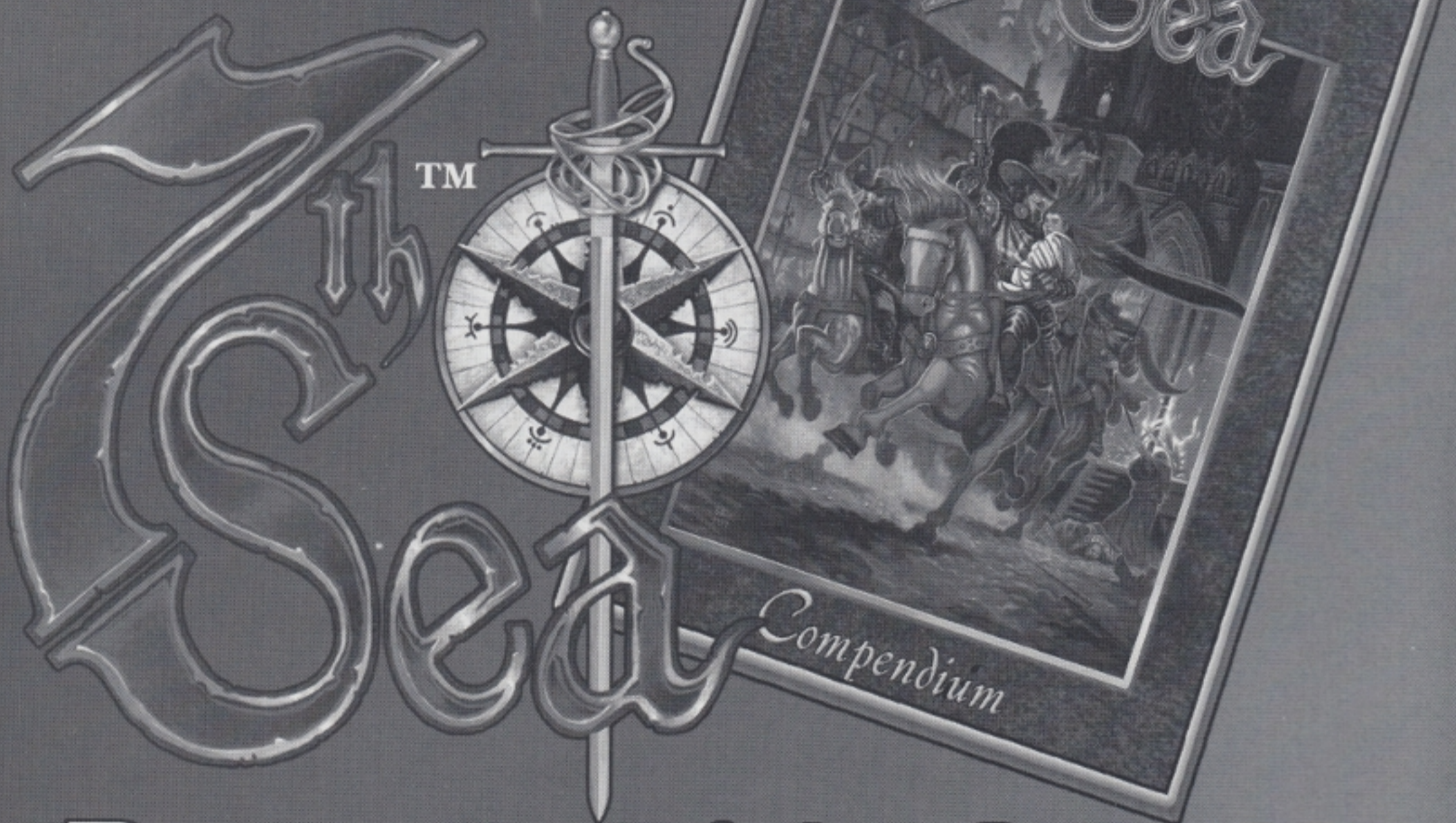
The Crow's Nest



Issue #1

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Strange Vistas

Card Name Rarity

Card Name Rarity

Card Name . . Faction Rarity

Card Name . . Faction Rarity

Actions

- All For One! U
- Becalmed C
- Berek's Already Done That U
- Brotherhood Pride R
- Cannister Shot C
- The Captain's Word R
- Castille Pride R
- Corsair Pride R
- Crimson Roger Pride R
- Customs Check U
- Danger on the High Seas C
- Dispatching The Scum R
- Disregard R
- Drop a Boarding Net C
- Experience is the Best Teacher R
- Explorer Pride R
- Fancy Swordplay C
- First Mate's Watch R
- The General's Tactics R
- Ghouls Sneak on Board U
- Gosse Pride R
- Gunnery at its Finest C
- Helpful Advice U
- "I'll Be Taking That" U
- Infection U
- Lemons C
- Long Range Cannon Volley C
- Low on Shot R
- "Man the Bilge Pumps!" C
- McCormick's Quest R
- Montaigne Pride R
- Parting Shot C
- Plague of Boca C
- Prayer U
- Purple Heaves R
- Riposte C
- Run 'im Through! C
- Sea Dog Pride R
- Secrets of the Tops C
- Sharp Maneuvering C
- "Stroke, Stroke..." U
- "Take it Like a Man!" U
- Taking the Hit C

- Théah Eats the Weak C
- "There's More Where They Came From" U
- The Three Fate Witches U
- "Throw Me the Whip!" C
- Turning Enemies Into Friends U
- Uprising! U
- Wake of Estallio C
- "Walk the Plank!" U
- "Warship to Port!" C
- Wild Party! R
- The Wrath of Reis R
- "X" Almost Marks the Spot R

Adventures

- Ancient Training Techniques U
- Artifact Cannon R
- Back Alley Rum U
- Boatload of Jennys U
- Braving the Nor'wester R
- Crossfire R
- Dangerous Cargo U
- Dredging the Trade River U
- Escorting the MacDuff C
- Fancy Footwork U
- Fine Rigging U
- The Finest Cannons... C
- The First Switch R
- A Gallant Stand C
- Making of a Hero R
- Palace Raid C
- Sidhe Storm R
- Staying Ahead of Trouble R
- Strength isn't Everything C
- Syrneath Tiller C
- Their Captain's Will C
- Trinkets and Baubles U
- Ussuran Intrigue U

Ships

- Strange Skies Corsairs . . F
- Uncharted Course Gosse . . F

Attachments

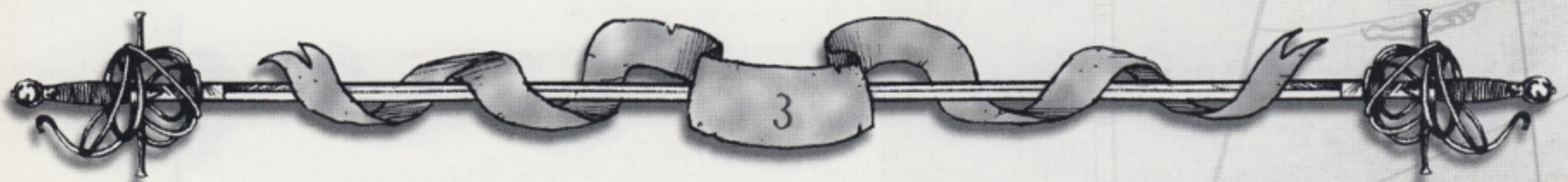
- Aldana School U
- Ambrogia School U
- Belaying Pin C
- Belit R
- Cargo Hook C
- The Code Corsairs . . F
- Common Pier C
- Cool Castillian Blood U
- Cross of Virtue R
- Donovan School U
- Eisenfaust School U
- Giovanni Villanova R
- Gold Earring C
- Grappling Cannon C
- Harpoon C
- Jack-of-All-Trades R
- Jean-Marie Rois-et-Reines U
- Jenny House C
- Kalem the Believer R
- Kheired-Din's Secret R
- Leegstra School U
- Long Hand U
- Musket C
- Old Flame R
- Pistol C
- Posh Quarters R
- Ramming Spike U
- Retired Smuggler C
- Rigged for Speed R
- Roger School U
- Safe Path U
- A Sailor's First Skill C
- Shore Knowledge U
- Special Gift U
- The Unwritten Rules Gosse . . F
- Valroux School U
- Warship R
- "We're Doomed!" U
- Well Equipped Sick Bay R
- Well Stocked Armory R

Captains

- Kheired-Din Corsairs . . F
- Philip Gosse Gosse . . F

Crew

- Bjorn Brind Brotherhood . . U
- Miguel Cortez Castille . . U
- Al-Katim Corsairs . . C
- Andres Donovich Corsairs . . C
- Dalia Corsairs . . U
- Dunti Corsairs . . U
- Edahgo Corsairs . . R
- Espera Corsairs . . C
- Galley Captives Corsairs . . C
- Hamish Corsairs . . R
- Imshi Corsairs . . R
- Inil Corsairs . . U
- Mike Fitzpatrick Corsairs . . U
- Shala Corsairs . . R
- Volta Crimson Rogers . . R
- Joseph Dunn Explorers . . C
- Andre Braudel Gosse . . R
- Daniel Gosse . . U
- Dupre & Hans Gosse . . C
- Entertainers Gosse . . C
- Gaspar Gosse . . R
- Henderson Gosse . . C
- Hernando Ochoa Gosse . . C
- Mabela Gosse . . U
- Martin Tytus Gosse . . C
- Melinda Gosse Gosse . . R
- Sergei Nyasvy Gosse . . U
- Thomas Gosse Gosse . . U
- Torvo Espada Gosse . . R
- Galafre F. du Doré Montaigne U
- Seven-Color Sam Sea Dogs . . C
- Julia Unaligned . . C
- Tyree the Worthless Unaligned R
- Iken of Venderheim Vesten'njar R



Avalon: the Lost Files

by Rob Vaux and John Wick

The following NPCs and Sidhe types didn't quite fit into the space available in the *Avalon* sourcebook. Here, as a bonus, are the captain of the O'Bannon's guardsmen, the leader of the MacIntyre clan, and several Fae of varying lethality.

Finn Fianna

Finn Fianna is the captain of the O'Bannon's elite knights and has been so for five years, ever since his father died serving the *ard ri*. Finn spent his youth hoping to become one of the O'Bannon's Fianna, and his wish was granted on his nineteenth birthday. Three years later, he finds himself their captain, a duty that he is not certain he's up to. But the O'Bannon believes in him, and even told him so. "There's somethin' in your eyes," Mad Jack said. "Can't say what it is, but it's there. You're the one."

Since then, Finn's had a bit of trouble managing the Fianna. The older knights tend to ignore him while the younger ones follow the older knights' example. Finn's too afraid of the O'Bannon to mention the disobedience to him, which encourages more disorderly behavior.

Finn believes the O'Bannon made the right choice, but his doubt is beginning to gnaw on him. He spends more and

more time away from the O'Bannon's court, looking for adventure on the countryside. Every time he returns, he finds his authority questioned a little more. Finn knows that someone will challenge him for his position soon. Because of that, he trains more than any other of the O'Bannon's knights, practicing until his hands bleed.

Finn Fianna: Hero

Brawn 3, Finesse 3, Wits 4, Resolve 3, Panache 3

Reputation: 35

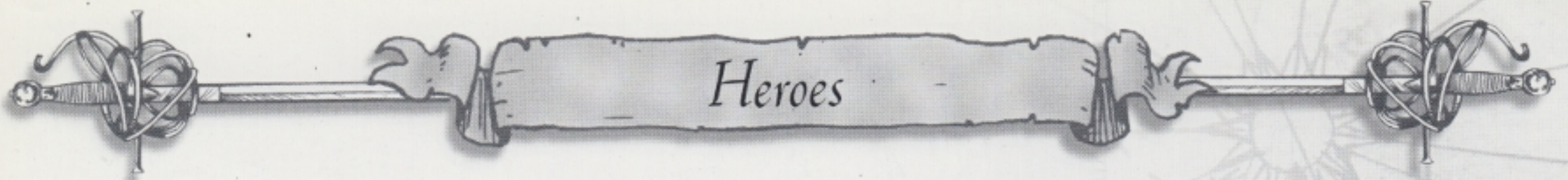
Arcana: Courageous

Advantages: Avalon (R/W), Montaigne, Castille, Noble, Combat Reflexes, Swordsman's Guild

Courtier: Dancing 3, Etiquette 3, Fashion 2, Oratory 2, Sincerity 4

Athlete: Climbing 4, Footwork 4, Leaping 4, Sprinting 2, Swinging 3, Throwing 2





Commander: Artillery 2, Cartography 3, Incitation 2, Leadership 3, Logistics 4, Strategy 4, Tactics 4

MacDonald (Master): Beat (Heavy Weapon) 5, Lunge (Heavy Weapon) 5, Pommel Strike 5, Exploit Weakness (MacDonald) 5

Heavy Weapon: Attack (Heavy Weapon) 5, Parry (Heavy Weapon) 4

Glamour (Adept): Anne o' the Wind 3, Isaac Snaggs 4, The Green Man 4, The Horned Hunter 4, Thomas 4

Angus MacIntyre

Few outside the Clan have seen Angus and fewer still recognize him for who he is. Very little differentiates the MacIntyres' leader from the men surrounding him, and that's just how he likes it. Angus grew up herding sheep. He learned the simple pleasures of a hard day's work and came to love the land around him: free, wild, spared the confusing ravages of civilization. As a teenager, he demonstrated an intuitive grasp of small-unit tactics, and his martial prowess soon drew the attention of others. He defeated his predecessor in a savage boxing match to become warlord of the Clan. He has since earned the respect and admiration of his people.

Angus cares little for the rest of the world; he wants only to ensure the MacIntyres' sovereignty. He has little formal education and can neither read nor write, but his keen mind understands a great deal. He knows that a greater world lies beyond his Clan borders, and he knows that it may threaten them someday; he simply chooses to ignore it. He has met High King James several times, and believes him to be a man of honor. James has promised to leave the MacIntyres be, so long as they cause no trouble. Angus wouldn't have it any other way.

Angus is the very embodiment of the noble savage: an intelligent, perceptive man who has chosen a primitive life. He's huge, with limbs like tree trunks and hair tied in wild

braids. He typically dresses only in sandals and a kilt decorated in the family tartan. During times of war he carries a great claymore and covers his entire body with woad. A seat in Parliament remains open for Angus, along with three other members of his Clan. He recognizes the honor of the gesture but refuses to accept it; what would a man such as he do with it?

Angus MacIntyre: Hero

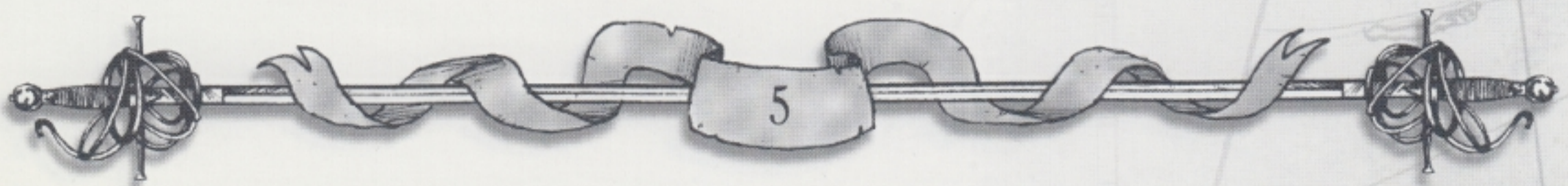
Brawn 4, Finesse 3, Wits 4, Resolve 3, Panache 3

Reputation: 34

Arcana: Commanding

Advantages: Avalon, Indomitable Will, Toughness

Hunter: Ambush 4, Fishing 4, Skinning 3, Stealth 4, Survival 5, Tracking 3





The Sidhe

Athlete: Break Fall 3, Climbing 3, Footwork 4, Leaping 2, Lifting 4, Long Distance Running 4, Rolling 3, Sprinting 4, Throwing 4,

Commander: Ambush 4, Diplomacy 2, Incitation 4, Leadership 4, Logistics 2, Strategy 3, Tactics 4

Heavy Weapon: Attack (Heavy Weapon) 5, Parry (Heavy Weapon) 3

Pugilism: Attack (Pugilism) 5, Earclap 4, Footwork 4, Jab 5, Uppercut 4

New Types of Sidhe

More details about the Sidhe can be found throughout the *Avalon* sourcebook, especially on pages 56–63.

Brownies and Floral Sidhe appear in fairly large numbers across Avalon; there's only one Jimmy Squarefoot, for which those who know him are grateful.

Floral Sidhe

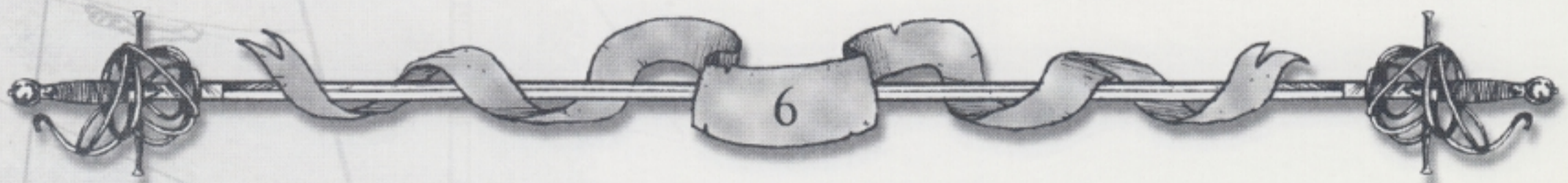
Handmaidens of the Lords and Ladies, floral Sidhe appear as the classical fairies of legend – small and sprightly, with pixie wings and a high-pitched laugh. Many glow with an inner light when they move, and all of them flit about with astounding speed. Floral Sidhe seem to be connected to specific flowers; their appearance reflects the flower they are connected to. A Bluebell Sidhe, for example, dresses in skirts the color of the sky, while Ragwort Sidhe are sharp and prickly. Many of them carry small tools and weapons made from flower parts. While they appear harmless, these weapons can cause mortals to fall into an enchanted sleep which lasts until the following sunrise. Floral Sidhe find larger beings highly amusing and often follow lost mortals around to laugh at their folly. If grasped at, they deliver a nasty bite (1k1 damage), which itches and swells for months afterwards.

Brownies

One of the few benevolent types of Sidhe, brownies perform chores for households in which they dwell. They appear as tiny, wrinkled brown men with large noses and pointed ears. Painfully shy, they hide during daylight hours and only come out when all humans have gone to bed. They watch over farm animals, sweep floors, mend curtains, and perform countless other tasks. In return, they expect a bowl of cream or an oat-cake smeared with honey to be left out for them. Most households have a few days to leave such a reward before the brownie grows exasperated and leaves. If they feel their human hosts have been lazy – leaving the brownie to do what they will not – they inflict some form of mischief instead: breaking dishes, opening barn doors, or ruining crops which they have just threshed. They take offense if compensated too generously, and well-meaning families who leave more than the requisite bowl of cream will awaken to find the brownie gone – and the house a shambles.

Jimmy Squarefoot

A vicious yet dim-witted Unseelie, Jimmy has the head of a boar on a squat, broad-shouldered body. His rectangular feet are tightly wrapped in dirty bandages. Jimmy lurks under bridges or behind rocks, waiting to jump out and scare passersby. He delights in watching them run for their lives. Often, he uses his frightening appearance to extort money from his victims – forcing them to hand over their gold, then beating them unconscious. Fortunately, he's not very bright, and can be easily tricked by a convincing lie. Promising him hidden gold works very well, as does cheating him at a game of chance. The key is to be far away when he realizes that he's been duped; otherwise, his vengeance is horrible. Legends abound of clever Heroes who outsmart Jimmy Squarefoot, which has made him the subject of ridicule in many quarters. No one who has ever met him laughs, however.



In Focus: the Castillian Armada

by Kevin Wilson

In this issue, Kevin Wilson looks at two factions from the *7th Sea* CCG: the Castillian Armada and the Montaigne navy. He details the strengths and strategies of each deck, as well as their weaknesses, remedies for those weaknesses, and how to build a solid deck using a starter, ten common and six uncommon cards.

Faction Ranking

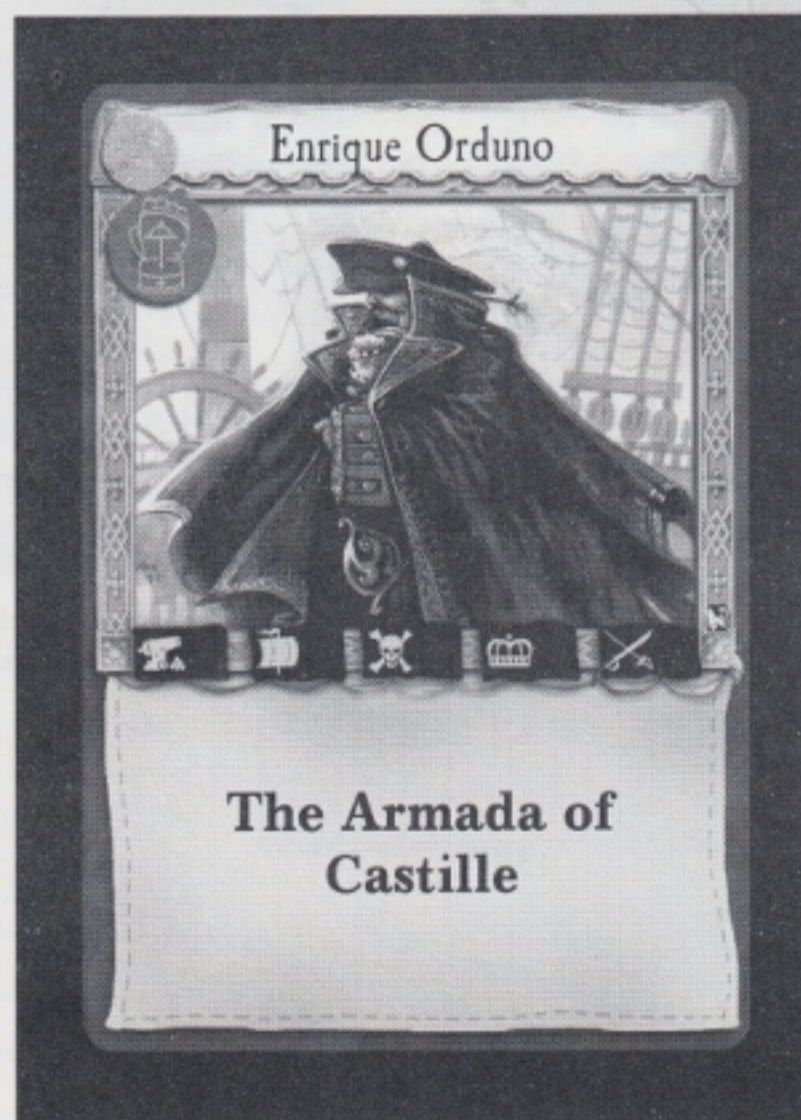
Lead Designer Dan Verssen used a scale of 1 to 12 (1 being the lowest and 12 the highest) when he was originally designing the factions for *7th Sea* to reflect their relative strengths in the five skills. Obviously, Castille is the best Swashbuckling faction in the game, and they have the Influence to get their crew out quickly. Their ship can tack to initiate a boarding, and can hold an incredible 11 crew, many of whom have abilities to strengthen their boarding attacks. However, they pay for this strength when it comes to Cannoning and Adventuring. This gives the Castillians less staying power than some of the other factions. Castillian decks often find that they must win the game quickly or not at all.

Cann	Sail	Adv	Inf	Swash
3	4	5	9	12

Strengths and Strategies

If you are playing the Castillian Armada, you should board as soon as you have a numerical crew advantage, even if you only outnumber your opponent by two or three crew. Those extra crew almost always translate into Boarding Attacks that can't be blocked, which means Sunk crew for your enemy. As long as you have plenty of Sailing (which can come from Manuel Dejavez, Domingo Marten de Avila, or your ship) then you should be able to board another ship without too much difficulty. It can sometimes pay to hold off on such cards as "Prepare for Boarding!" and From Stem to Gudgeon until your opponent is all tacked out in the Boarding; then you can spring extra damage on them without much risk of receiving any damage in return. One last piece of advice: Every Boarding Action should be considered an attempt to kill your opponent off entirely. If you aren't willing to sink your crew members in order to keep some of your

Continued on page 10



**The Armada of
Castille**



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Padre Alfonso

1-10



Bonnie McGee

1-11



Betrayal

1-12



Crossing the T

1-13



Björnsson's Horn

1-14



Ivory Spyglass

1-15



Mr. Briggs

1-16



Grappling Gun

1-17



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crew untacked, then you are going to miss many opportunities to end the game in one fell swoop.

Weaknesses and Remedies

With few adventures and little Adventuring (except for Rosa Maria de Barcino, who will probably be busy buying crew), the Castillian Armada has limited room for growth. Once your ship is full, you will probably be just about as powerful as you'll ever get. In addition, with so little Cannon, you aren't going to be able to casually deal damage to an opponent. Unless you board them, you are going to be at their mercy. Thankfully, you can absorb a lot of damage because of your extremely high Swashbuckling. Better yet, you have one of the largest ships in the game, and you have the Influence to fill that ship quickly. Combine this with Billy Bones, and you're looking at a significant numerical advantage in crew, which, as has been stated, translates into unblocked

Boarding Attacks. The main thing to worry about is letting Adventuring or Cannoning decks have the time they need to swamp you with enormous amounts of damage. As a final warning, it is worth noting that this particular deck is vulnerable to Slashes during boarding, since it has few Adventures or Attachments.

Recommended Starting Crew:

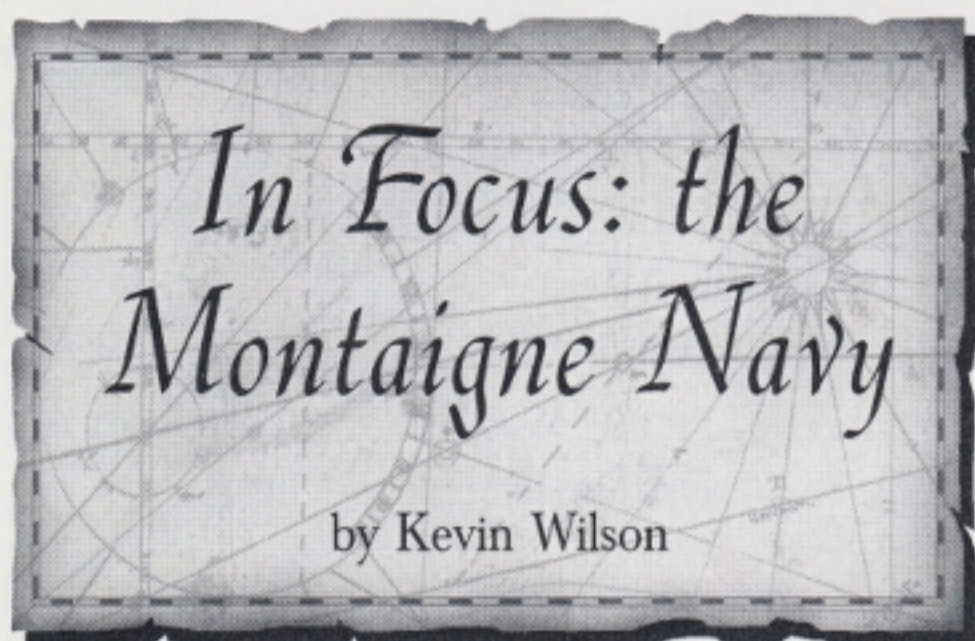
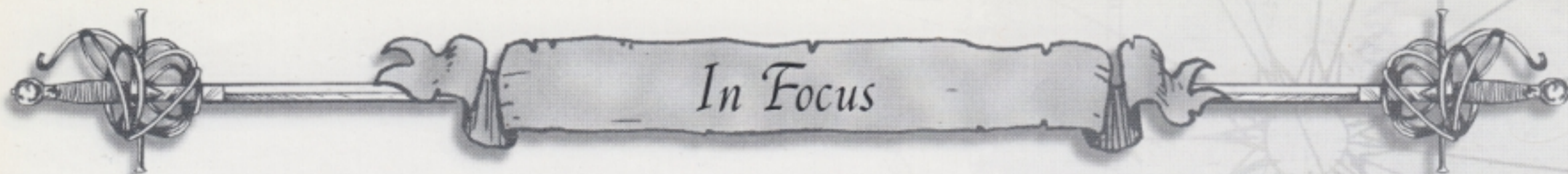
Marketeers
Rosa Maria de Barcino
Sandoval's Guards

Remove these cards from your starter:

A Better Offer
Bolts of Fine Cloth
Brutes (2)
Carousing
Castillian Merchant Ship
Cutlass
Fancy Dans
Franzini's Lost Notebooks
Master Gunner
Master of the Tops
Montaigne Valet
Narrow Escape
Padre Esteban
Press Gang
Shellbacks

Add these cards to your ship:

Gold Only Buys Obedience
Grappling Hooks
High Seas Boarding
"Prepare for Boarding!"
Quick Tack
Raze the Village
Sandoval's Guard
The Better Part of Valor (2)
Too Close for Comfort
Billy Bones (2)
Domingo Marten de Avila
Manuel Dejavez (2)
Rosa Maria de Barcino



In Focus: the Montaigne Navy

by Kevin Wilson

Faction Ranking

Lead Designer Dan Verssen used a scale of 1 to 12 (1 being the lowest and 12 the highest) when he was originally designing the factions for *7th Sea* to reflect their relative strengths in the five skills. The Montaigne Navy has excellent Cannon and Swashbuckling, and the highest Influence of any faction in the game, but also has the worst Adventuring in the game. Their low Sailing rating is deceptive – while they have few Sailing points, they have a large number of crew able to produce the 2 Sailing needed to move their ship.

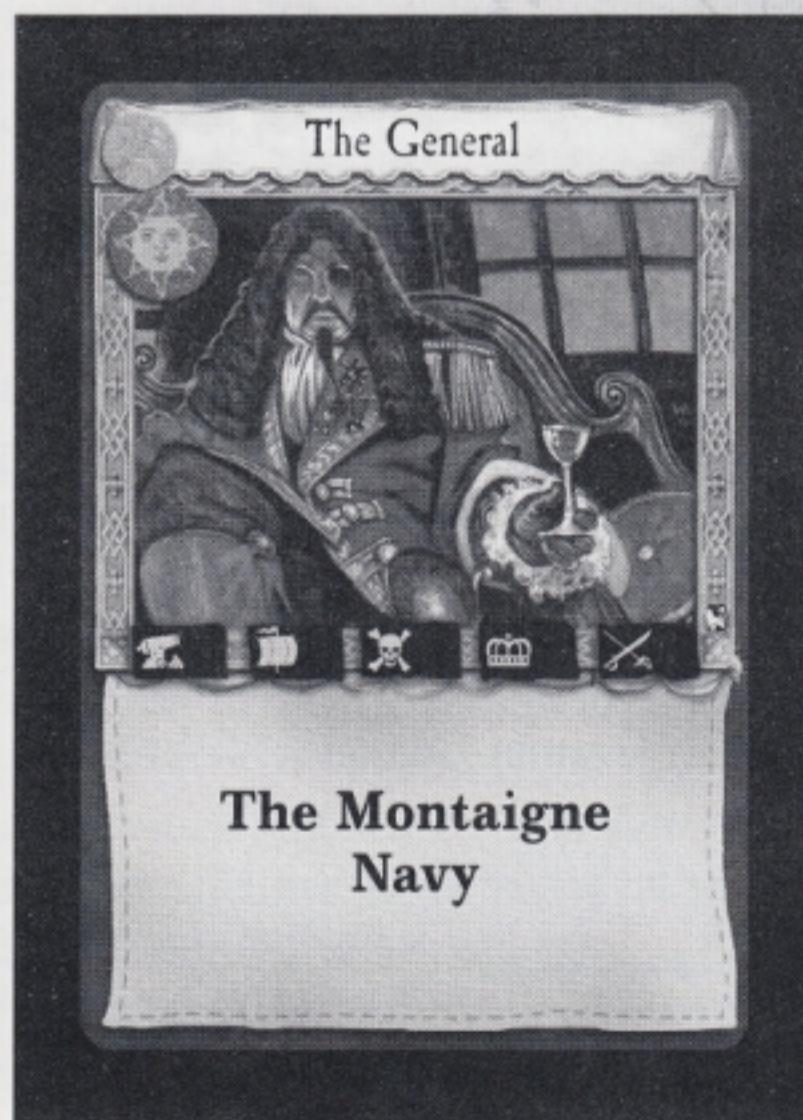
Strengths and Strategies

When playing the Montaigne Navy, speed is your greatest ally. You can dominate the early game if you play your hand right. However, don't expect much staying power from this faction. Their extremely low Adventuring means that they will fall behind in the long run, even with the assistance of the many Attachments that can be bought with Influence such as Musketeers and Master Gunner. Instead, you might do better to rely on the many crew you

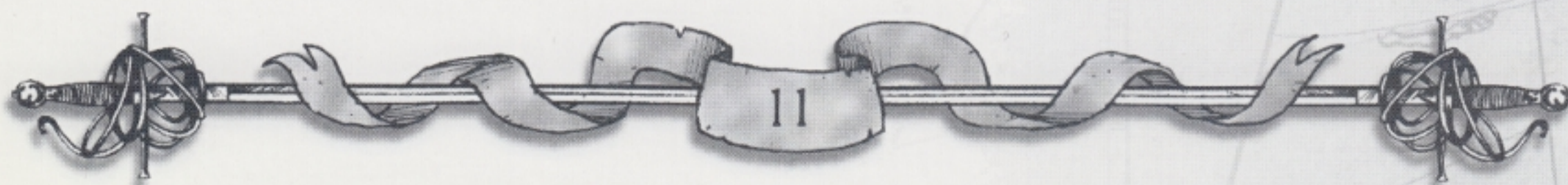
have that have small built-in attacks, such as Isabeau Dubois du Arrent, Louis Sices du Sices, Fierbas Desaix du Paix, Gilles Allais du Crieux, and Maureen Leveque. Later on, if you acquire a Pepin and a Timothy Le Beau, be sure to add them to the mix, as they'll allow you to get even more small attacks out of your crew. You'll want a fair amount of damage absorption in the early game to fend off fast cannon decks (Gerard Rois et Reines and Maureen Leveque are both excellent defenders), but the main key to success with the Montaigne Navy is never to allow your opponent a moment's rest. Stay close to the enemy ship, keep hitting them with small attacks, and if they tack all their crew out, do anything you can to squeeze another point or two of damage out of your own crew. The idea is simply to nickel-and-dime them to death.

Weaknesses and Remedies

While it is easy to fill your ship with crew quickly, you will find it difficult to improve your crew much once they're in place. Adventures often require 3 or more Adventuring to



Cann	Sail	Adv	Inf	Swash
8	2	1	12	9



complete, and that will usually cause you to tack two or more crew, unlike most factions. As for Attachments, they don't normally give you more than 1 Skill point, and since most Adventures are good for 3 or more, you'll find yourself fighting a losing war. On the other hand, small 1- or 2-cost Adventures are worth your while, and there are several good Attachments which aren't related to Skills that let your crew serve double duty (such as Grappling Gun). Another difficulty is that you will find it hard to use non-Montaigne crew effectively in a deck. The General's Captain ability is so important that taking the risk of filling up the ship and having to spend Actions to throw away unaligned crew is usually not going to be worth it. Besides,

your own crew are so good that there's little reason to go rummaging through other factions.

Recommended Starting Crew:

Isabeau Dubois du Arrent
Aimon Riché du Pourisse (2)

Remove these cards from your starter:

12-Pound Cannon Volley
A Better Offer
A Sailor's Quarrel
Brutes (2)
Calm Before the Storm
Carousing
Fancy Dans (2)
High Seas Boarding
I Fights Better Drunk
Marketers
Narrow Escape
Press Gang
Quick Tack
We Needs Us an Ussuran Gunner

Add these cards to your ship:

Gold Only Buys Obedience (3)
Good Shot! (2)
Isabeau Dubois du Arrent (2)
Aimon Riché du Pourisse
Speed Isn't Everything (2)
Fierbas Desaix du Paix (2)
Gilles Allais du Crieux (2)
Maureen Leveque (2)



Starting Crew

Dan's World

Strategy tips for the *7th Sea CCG* from
Lead Designer Dan Verssen

Starting Crew Selection: The First Step Toward Victory

In the *7th Sea CCG* your starting crew selection is an important aspect of your overall deck strategy. With every deck you design, you must decide to what degree its card resources will be devoted to the different central concepts of the game, such as cannon, boarding, and defense. Unlike your opening hand of cards, over which you have only a limited degree of control, you have complete control over your opening crew. Not only do you get to select the crew, but you select it after seeing what ship and captain your opponent will be using.

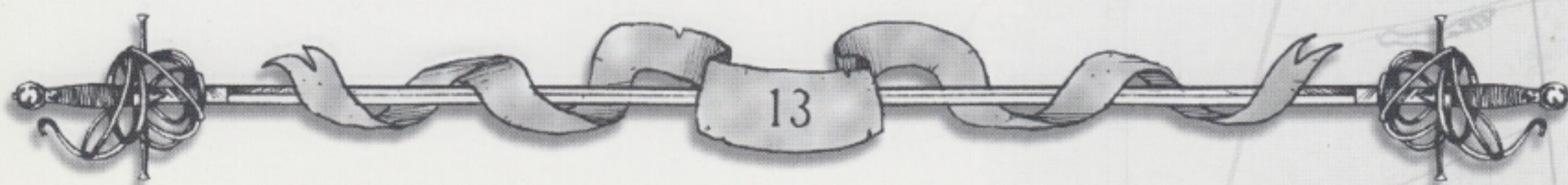
When designing your deck and opening crew, keep in mind that you will be constantly making trade-offs. Every time you decide to be powerful in one area, your deck will be weak in another area. Because of this, knowing what your opponent is playing gives you an important advantage. For example, Castillian decks are usually boarding decks, so if you see your opponent is playing a Castillian deck, you might not worry about cannon attacks for the first couple turns of the game. This is not always the case, but it is generally true. I have seen a few decks which go against expectations, like Castillian cannon decks or Crimson Roger boarding decks. These decks can

be highly effective because the starting crew selected by their opponents is not prepared to deal with their unusual deck design. As a side note, these unusual decks should be as speedy as possible to take advantage of the surprise factor.

When choosing your starting crew, take into account how close your opponent's ship starts to your ship. If you begin in the same sea, or an adjacent sea, you may very well be trading hits on the first turn before either one of you can move away. In this situation having crew which can absorb hits is a good idea. Cards such as Brutes and Bully Boys are ideal because they have a high hits-absorbed-to-cost ratio. If your opponent is starting more than one sea away, both of you will have trouble inflicting hits on the first turn, unless the first player moves closer without attacking. In this situation, having cheap crew who can move your ship becomes more important. Moving your ship out of the opponent's sea makes it dramatically more difficult for them to inflict hits on you.

This brings up another point: initiative. Having the initiative can be very important in *7th Sea*, but it is not crucial. So, when you select your starting crew, you need to decide whether having the initiative is important to the deck. Here's why. Gaining the initiative requires sailing. As with any other skill, having lots of sailing requires crew with that skill, influence to buy those crew, and space on your ship to place those crew. So, if having the initiative is important to your deck, do whatever you can to gain it. If it is not important, put only those sailing cards in your deck needed to move your ship effectively. There is no benefit to coming in a close second for initiative.

This same theory applies to whether your deck is designed to be offensive or defensive at the start of the game. If you decide to be offensive, go all the way, packing offensive crew and the action cards needed to support their attacks. If you decide to be defensive,





Starting Crew

include lots of hit absorption and sailing. The trade-off here is speed versus growth. The faster a deck can attack, the harder it is for the deck to build up. This is because you use cannon, sailing and swashbuckling to attack, and influence and adventuring to build.

There is also a trade-off when it comes to speed versus growth. The more focused your deck is on speed or growth, the more important it becomes for your deck to be the best at it, because you have no other way to win.

Here is an extreme example (and a fun deck, by the way). Start out with as many cheap cannon guys as you can afford; Slippery Sal is great because he is cheap for his cannon skill. Start with three of him on a Brotherhood ship and a Denny La Bree. Then load up your deck with cards which don't require skill points to play (because you don't have many extra skill points lying around with this starting crew): Calm Before the Storm, Carousing, Crossing the T, Eyepatch, Good Shot!, Handsome Scar, Near Miss, Quick Tack, The Living Storm, Too Close for Comfort, and Unexpected Turn of Events. All of these cards can be played without producing skill points, and they will help you to inflict hits or absorb them.

The great thing about this deck is its speed. On your first turn, if your opponent is in the Frothing Sea, La Boca, or the Forbidden Sea, use your ship to "free move" in and open up with a cannon attack. You can even follow them once with Denny if they run away. On turn one, you can hit them with four 2-point cannon attacks without playing a single card from your hand. Use Allende last since he can either move your ship or shoot, depending on what you need. If this catches your opponent by surprise, he will be in a lot of trouble.

The bad thing about this deck is growth. You have very little adventuring and influence without tacking your captain. You have few crew cards and adventure cards in

your deck because it's stuffed full of free-to-play cards, and your ship is full with only five crew cards on board. Not a lot of growth potential here. The good news is you will win or lose by turn three.

Like many aspects of *7th Sea*, players tend to build decks in cycles. When a deck design starts winning, it becomes popular, and players then devise decks to counter it; it then goes out of favor to be replaced by a different winning deck. So keep an eye on what is popular with the factions starting close to your faction's starting sea, and you will have an edge before the game even starts.

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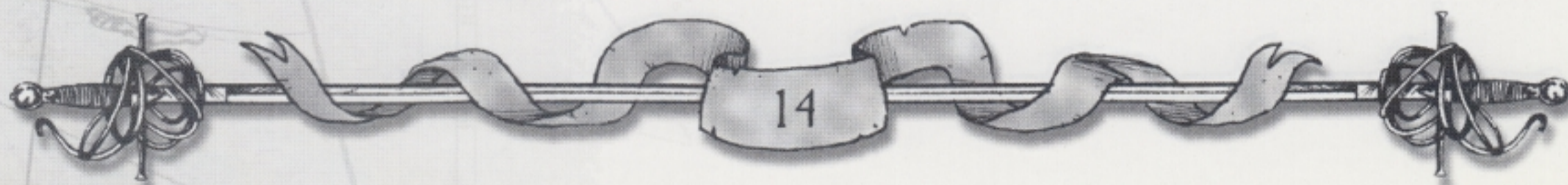
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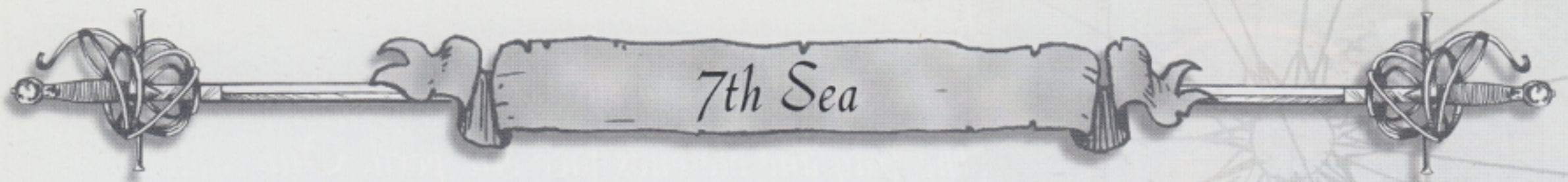
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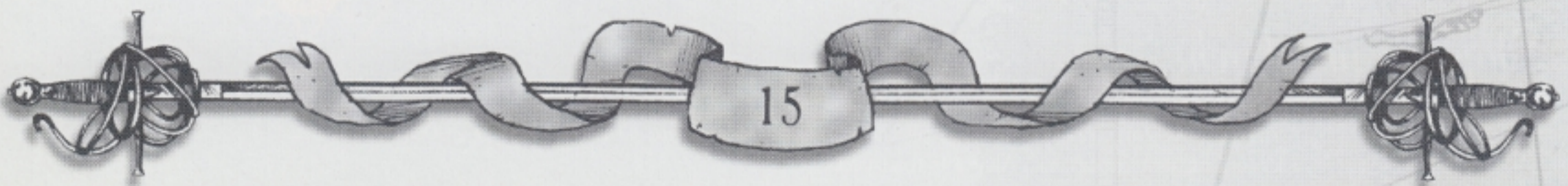
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