Card 1 — front

	1	2	3	**4**	5	6	7	8	
1									1
2									2
3									3
4									4
5									5
6									6
7									7
8									**8**

SHIP SPECIAL ABILITY:
−1 TO CREWMEMBER
NUMBER AFTER
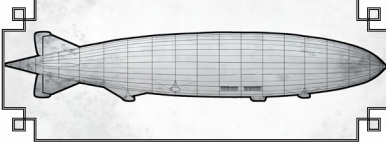REVENANT CAPTURE

HMS Dreadnought
Capt. Ernesto Smith-Parker

Card 2 — front

	1	**2**	3	4	5	6	7	8	
1									1
2									2
3									3
4									4
5									5
6									6
7									7
8									**8**

SHIP SPECIAL ABILITY:
+1 TO ANY AMMO FOUND
TO MAX ALLOWED

HMS Daring
Capt. James Rasmuson

Card 3 — front

	1	2	**3**	4	5	6	7	8	
1									1
2									2
3									3
4									4
5									5
6									6
7									**7**
8									8

SHIP SPECIAL ABILITY:
−1 TO
REVENANT CAPTURE

HMS Deliberate
Capt. Lily Aristo

Card 1 — back

X Pirate Attack Roll — Ammo
X Revenant Capture Roll — Morale
X Crew Number
X Supplies Number — Supplies
X Ammo Number
✸ Key Battle Room

Crew Members	Resistance	Attack Rating
1	4	5
2	5	5
3	5	6
4	6	6
5	6	7
6	7	8
7	7	8
8	8	8

Card 2 — back

X Pirate Attack Roll — Ammo
X Revenant Capture Roll — Morale
X Crew Number
X Supplies Number — Supplies
X Ammo Number
✸ Key Battle Room

Crew Members	Resistance	Attack Rating
1	4	5
2	5	5
3	6	6
4	6	6
5	7	7
6	7	7
7	8	8
8	8	8
9	8	8

Card 3 — back

X Pirate Attack Roll — Ammo
X Revenant Capture Roll — Morale
X Crew Number
X Supplies Number — Supplies
X Ammo Number
✸ Key Battle Room

Crew Members	Resistance	Attack Rating
1	4	5
2	5	6
3	5	6
4	6	7
5	6	7
6	7	7
7	7	8
8	8	8
9	8	8
10	8	9

cut out ship cards above as one
piece and fold along horizontal
line, laminating back to front then
cut out each of the 3 cards

CORSAIR PALADIN
Cmd. V. FANNING

1 2 3 **4** 5 6 7 8

Left: 1 2 **3** 4 5 6 7 Right: 1 2 3 4 5 **6**
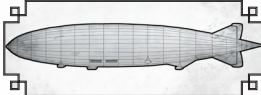
SHIP SPECIAL ABILITY:
−1 TO CREWMEMBER
NUMBER AFTER
REVENANT CAPTURE

CORSAIR PRESTIGE
Cmd. ARES DIAMANDIS

1 2 **3** 4 5 6 7 8

Left: 1 2 **3** 4 5 6 7 Right: 1 2 3 **4** 5 6
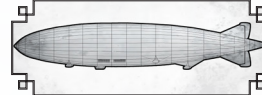
SHIP SPECIAL ABILITY:
+2 TO ALL AMMO FOUND
TO MAX ALLOWED

FREESHIP Moonshadow
Capt. SULLEN DAMASK

1 **2** 3 4 5 6 7 8

Left: 1 **2** 3 4 5 6 Right: 1 2 3 **4** 5 6

SHIP SPECIAL ABILITY:
+1 TO ANY SUPPLIES FOUND
TO MAX ALLOWED

Card backs legend

- X — Pirate Attack Roll
- X — Revenant Capture Roll
- X — Crew Number
- X — Supplies Number
- X — Ammo Number
- ✸ — Key Battle Room
- Ammo
- Morale
- Supplies

CORSAIR PALADIN table

Crew Members	Resistance	Attack Rating
1	6	6
2	7	6
3	8	7
4	8	7
5	8	7
6	8	8
7	8	8
8	9	8
9	9	9
10	9	9
11	9	10

CORSAIR PRESTIGE table

Crew Members	Resistance	Attack Rating
1	5	5
2	5	5
3	5	6
4	6	6
5	7	7
6	7	7
7	7	8
8	8	8
9	8	9
10	8	9
11	9	9
12	9	10

FREESHIP Moonshadow table

Crew Members	Resistance	Attack Rating
1	4	5
2	5	5
3	5	6
4	6	6
5	6	7
6	6	7
7	7	8
8	7	8
9	7	8
10	8	9
11	8	9
12	8	9

cut out ship cards above as one piece
and fold along horizontal line,
laminating back to front then cut out
each of the 3 cards

FORE GUNNERY
WE COULD USE A LITTLE HELP HERE

3 · **1**

ORDER OF BATTLE ACTION: **AIR PIRATE ATTACK**

6 IF YOU WIN: RAISE AMMO BY +1 TO MAX ALLOWED FOR THE SHIP.

10 IF YOU LOSE: **THE SHIP AND GAME ARE LOST.**

10 · **8** · **7** · **12**

MACHINE SHOP
GRAB THE WELDING TORCHES

7 · **1**

SUPPLIES:
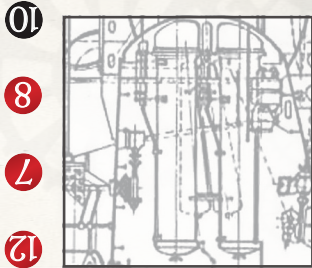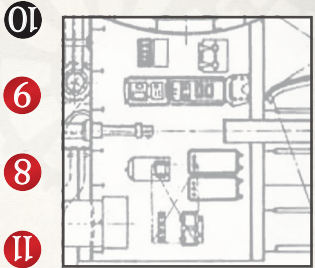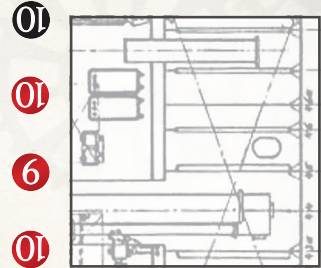
6 YOU MAY RAISE AMMO BY +1 FOR EACH −1 SUPPLIES TO INDICATED NUMBER AND MAX ALLOWED FOR THE SHIP.

8 · **10** · **6** · **8** · **11**

CREW QUARTERS
ALL HANDS ON DECK

7 · **1**

CREW:

6 YOU MAY RAISE CREW BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP BUT YOU MUST DECREASE AMMO BY −1.

6 · **10** · **10** · **6** · **10**

HELM
STOP THEM NOW!

2 · **1**

ORDER OF BATTLE ACTION: **AIR PIRATE ATTACK**

6 IF YOU WIN: RAISE MORALE BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP.

10 IF YOU LOSE: **THE SHIP AND GAME ARE LOST.**

10 · **8** · **6** · **11**

STOREROOM
FIND WHAT WE NEED...

7 · **1**

SUPPLIES:

6 RAISE SUPPLIES BY 2X INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP.

8 · **7** · **7** · **10** · **12**

ARMORY
QUICK - LOAD UP!

3 · **1**

ORDER OF BATTLE ACTION: **AIR PIRATE ATTACK**

6 IF YOU WIN: RAISE AMMO BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP.

6 · **8** · **8** · **11** · **7**

MESS HALL
WE COULD USE SOME HELP!

2 · **1**

CREW:

7 YOU MAY RAISE CREW BY +1 FOR EACH −1 SUPPLIES TO INDICATED NUMBER AND MAX ALLOWED FOR THE SHIP.

8 · **6** · **6** · **11** · **10**

ENGINE ROOM
HOLD THE LINE!

3 · **1**

ORDER OF BATTLE ACTION: **AIR PIRATE ATTACK**

10 IF YOU WIN: RAISE MORALE BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP.

8 IF YOU LOSE: **THE SHIP AND GAME ARE LOST.**

10 · **10** · **12** · **6**

CREW QUARTERS
ALL HANDS ON DECK

1 · **1**
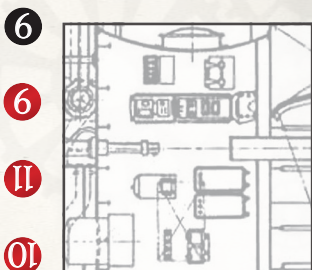
CREW:

6 YOU MAY RAISE CREW BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP BUT YOU MUST DECREASE AMMO BY −1.

8 · **6** · **11** · **12** · **8**

FORE GUNNERY
WE COULD USE A LITTLE HELP HERE

3

1

ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

7 — IF YOU WIN: RAISE **AMMO** BY +1 TO MAX ALLOWED FOR THE SHIP.

9 — IF YOU LOSE: DECREASE **MORALE** BY INDICATED NUMBER.

8

12

12

7

WARDROOM
ALL HANDS ON DECK

2

1 — CREW:

6 — YOU MAY RAISE **CREW** BY +1 FOR EACH −1 **SUPPLIES** TO INDICATED NUMBER AND MAX ALLOWED FOR THE SHIP.
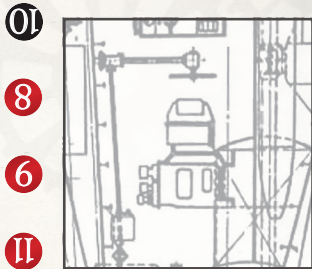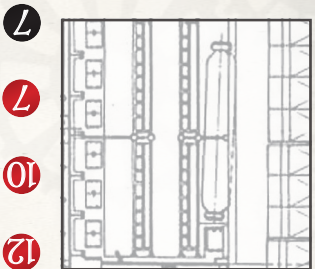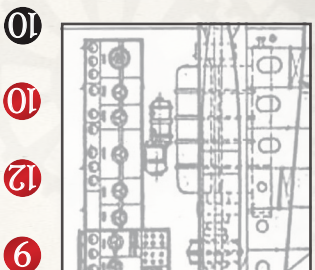
6

10

10

11

8

CREW QUARTERS
ALL HANDS ON DECK

1

1 — CREW:

9 — YOU MAY RAISE **CREW** BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP BUT YOU MUST DECREASE **AMMO** BY −1.

8
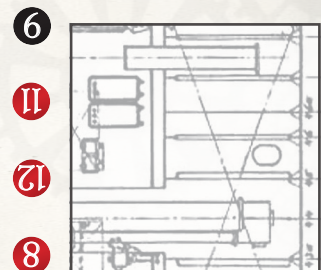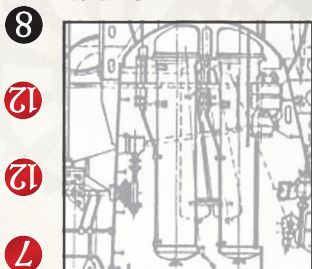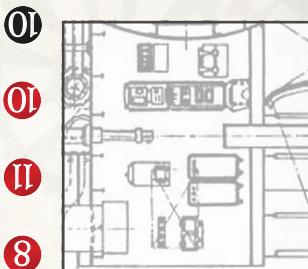
10

11

10

6

NAVIGATION
STOP THEM NOW!

2

7 — ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

6 — IF YOU WIN: RAISE **MORALE** BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP.

7 — IF YOU LOSE: **THE SHIP AND GAME ARE LOST.**

6

6

10

11

CARGO HOLD
GET THE AXES

3

1 — SUPPLIES:

8 — YOU MAY RAISE **SUPPLIES** BY 2X INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP BUT YOU MUST −1 **AMMO** FOR EACH ADDITIONAL **SUPPLY** GAINED.

8

6

6

8

12

ARMORY
QUICK - LOAD UP!

1

1 — ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

7 — IF YOU WIN: RAISE **AMMO** BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP.

8

10

7

6

12

MESS HALL
WE COULD USE SOME HELP!

2

1 — CREW:

10 — YOU MAY RAISE **CREW** BY +1 FOR EACH −1 **SUPPLIES** TO INDICATED NUMBER AND MAX ALLOWED FOR THE SHIP.

8

7

11

8

6

ENGINE ROOM
HOLD THE LINE!

3

2 — ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

9 — IF YOU WIN: RAISE **MORALE** BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP

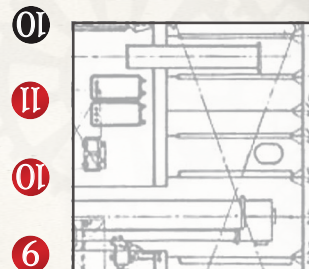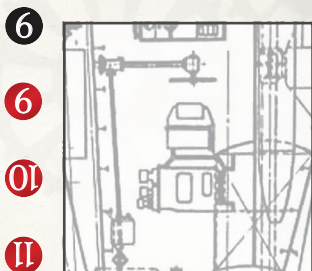7 — IF YOU LOSE: **THE SHIP AND GAME ARE LOST.**
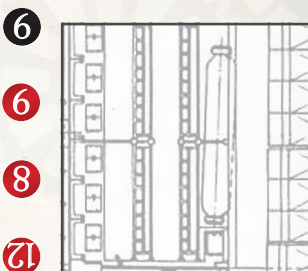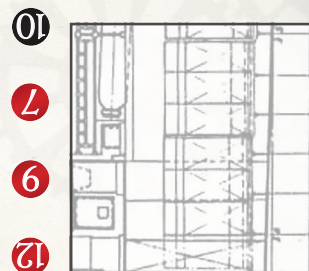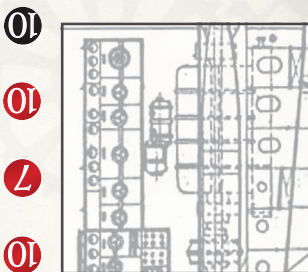
10

10

7

10

CREW QUARTERS
ALL HANDS ON DECK

2

1 — CREW:

6 — YOU MAY RAISE **CREW** BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP BUT YOU MUST DECREASE **AMMO** BY −1.

6

8

6

8

11

Card 1 (top-left) — CORRIDOR

CORRIDOR
THEY'RE COMING

1 · ○ (red)

1 — ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

9

6 — IF YOU LOSE THE REVENANT CAPTURE ACTION, ADDITIONALLY DECREASE CREW BY INDICATED NUMBER. ○ (black)

7

12

7

8 ○ (yellow)

Card 2 (top-middle) — CORRIDOR

CORRIDOR
THEY'RE COMING

3 · ○ (red)

2 — ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

8

10 — IF YOU LOSE THE REVENANT CAPTURE ACTION, ADDITIONALLY DECREASE CREW BY INDICATED NUMBER.

6

11   ○ (black)

8   ○ (yellow)

6

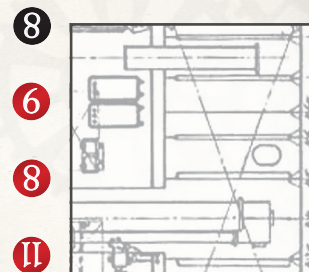## Card 3 (top-right) — CREW QUARTERS

CREW QUARTERS
ALL HANDS ON DECK

2

1 — CREW:

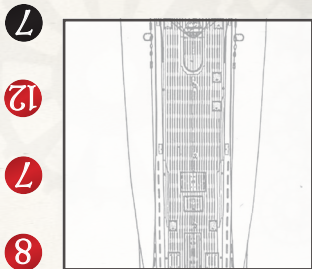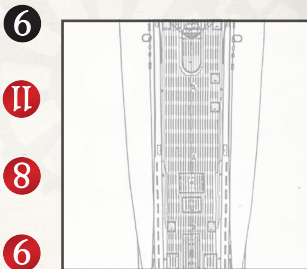7 — YOU MAY RAISE CREW BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP BUT YOU MUST DECREASE AMMO BY −1.

8

10

10

6   ○ (yellow)

11

Card 4 (middle-left) — CORRIDOR

CORRIDOR
THEY'RE COMING

2 · ○ (red)

1 — ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

6 — IF YOU WIN: YOU MAY RAISE AMMO TO MAX ALLOWED FOR THE SHIP. BUT YOU MUST DECREASE SUPPLIES BY −1 FOR EACH AMMO GAINED.

7

9

10

11

12

Card 5 (middle-middle) — CORRIDOR

CORRIDOR
THEY'RE COMING

2 · ○ (red)

1 — ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

6 — IF YOU WIN: YOU MAY RAISE AMMO TO MAX ALLOWED FOR THE SHIP. BUT YOU MUST DECREASE SUPPLIES BY −1 FOR EACH AMMO GAINED.

8

6

8

7

Card 6 (middle-right) — CARGO HOLD

CARGO HOLD
GET THE AXES

1

1 — SUPPLIES:

6 — YOU MAY RAISE SUPPLIES BY 2X INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP BUT YOU MUST −1 AMMO FOR EACH ADDITIONAL SUPPLY GAINED.

6

10

10

6

11   ○ (blue)

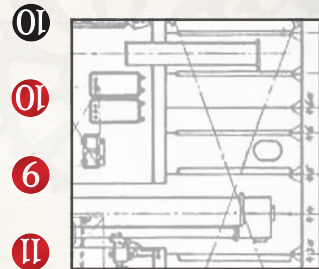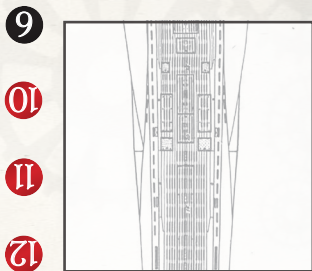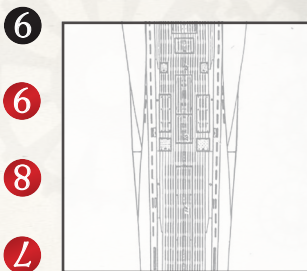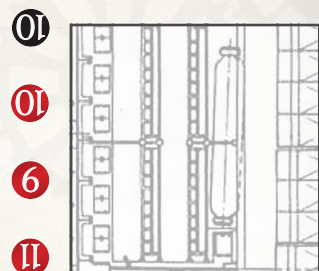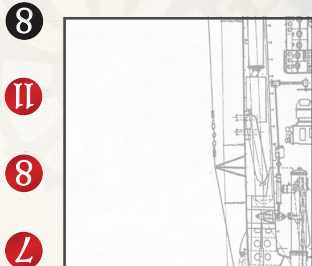## Card 7 (bottom-left) — HULL

HULL
TAKE IT TO THEM!

1 · ○ (red)

2 — ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

6 — IF YOU LOSE THE REVENANT CAPTURE ACTION, ADDITIONALLY DECREASE CREW BY INDICATED NUMBER.

7   ○ (black)

8

11

8   ○ (yellow)

7

Card 8 (bottom-middle) — HULL

HULL
TAKE IT TO THEM!

3 · ○ (red)

1 — ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

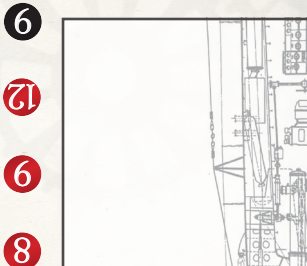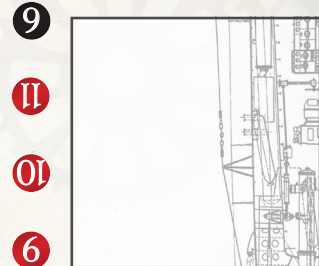8 — IF YOU LOSE THE REVENANT CAPTURE ACTION, ADDITIONALLY DECREASE CREW BY INDICATED NUMBER.

10

6   ○ (black)

12

6   ○ (yellow)

8

Card 9 (bottom-right) — HULL

HULL
TAKE IT TO THEM!

1

2 — ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE   ○ (red)

6 — IF YOU LOSE THE REVENANT CAPTURE ACTION, ADDITIONALLY DECREASE CREW BY INDICATED NUMBER.

7

9   ○ (black)

11

10   ○ (yellow)

6

CORRIDOR
THEY'RE COMING

3 ● (red)

1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

9
6 IF YOU LOSE THE REVENANT CAPTURE ACTION, ADDITIONALLY DECREASE CREW BY INDICATED NUMBER.
7
8 (black ●)
11
10 (orange ●)

CORRIDOR
THEY'RE COMING

2

1 ● (red)

ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

7
10 IF YOU LOSE THE REVENANT CAPTURE ACTION, ADDITIONALLY DECREASE CREW BY INDICATED NUMBER.
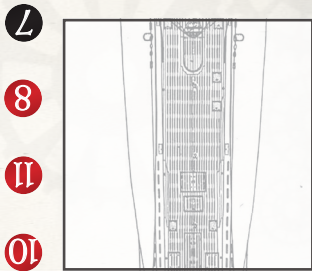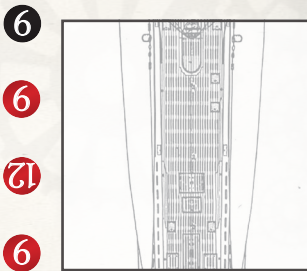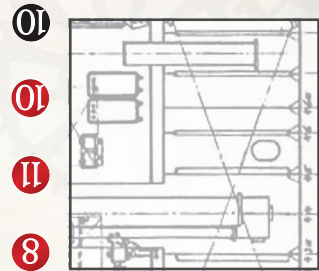6
6 (black ●)
12
6 (orange ●)

CREW QUARTERS
ALL HANDS ON DECK

2

1 CREW:

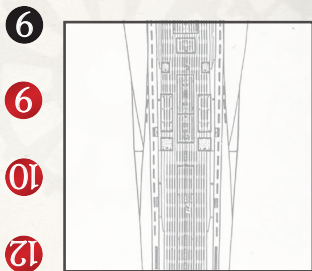8 YOU MAY RAISE CREW BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP BUT YOU MUST DECREASE AMMO BY −1.
6
10
10
11 (orange ●)
8

CORRIDOR
THEY'RE COMING

1 ● (red)

1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

7 IF YOU WIN: YOU MAY RAISE AMMO TO MAX ALLOWED FOR THE SHIP. BUT YOU MUST DECREASE SUPPLIES BY −1 FOR EACH AMMO GAINED.
8
6
6
10
12

CORRIDOR
THEY'RE COMING

3

2 ● (red)

ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

8 IF YOU WIN: YOU MAY RAISE AMMO TO MAX ALLOWED FOR THE SHIP. BUT YOU MUST DECREASE SUPPLIES BY −1 FOR EACH AMMO GAINED.
6
10
8
11
10

CORRIDOR
THEY'RE COMING

2

2 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

6 IF YOU WIN: YOU MAY RAISE AMMO TO MAX ALLOWED FOR THE SHIP. BUT YOU MUST DECREASE SUPPLIES BY −1 FOR EACH AMMO GAINED.
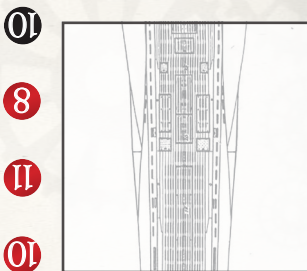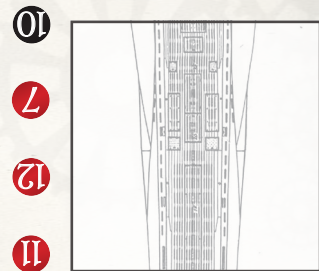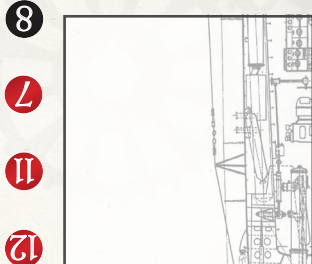
● (red)

10
10
7
12
11

HULL
TAKE IT TO THEM!

1 ● (red)

1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

9
6 IF YOU LOSE THE REVENANT CAPTURE ACTION, ADDITIONALLY DECREASE CREW BY INDICATED NUMBER.
8 (black ●)
7
11
12 (orange ●)

HULL
TAKE IT TO THEM!

3

1 ● (red)

ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

7
10 IF YOU LOSE THE REVENANT CAPTURE ACTION, ADDITIONALLY DECREASE CREW BY INDICATED NUMBER.
7 (black ●)
8
11
11 (orange ●)

HULL
TAKE IT TO THEM!

1

2 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

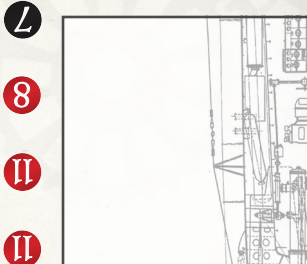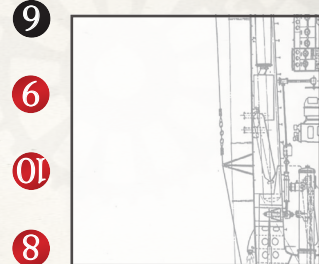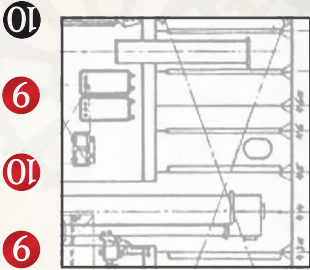8 IF YOU LOSE THE REVENANT CAPTURE ACTION, ADDITIONALLY DECREASE CREW BY INDICATED NUMBER.

● (red)

6
9
6 (black ●)
10
8 (orange ●)

CREW QUARTERS
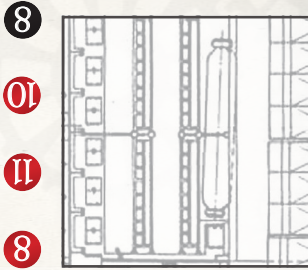**ALL HANDS ON DECK**

1 / 7

CREW:

YOU MAY RAISE CREW BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP BUT YOU MUST DECREASE AMMO BY −1.

8 6 10 6 10 6

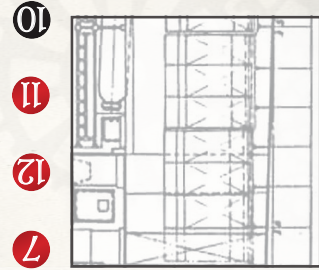## STOREROOM
FIND WHAT WE NEED...

3 / 1

SUPPLIES:

YOU MAY RAISE SUPPLIES BY 2X INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP.

7 6 8 10 11 8

ARMORY
QUICK - LOAD UP!

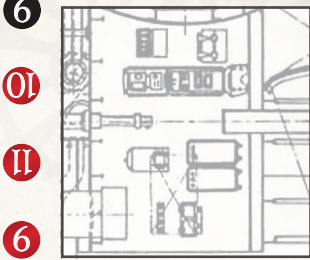2 / 1

ORDER OF BATTLE ACTION: AIR PIRATE ATTACK

7 IF YOU WIN: RAISE AMMO BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP.
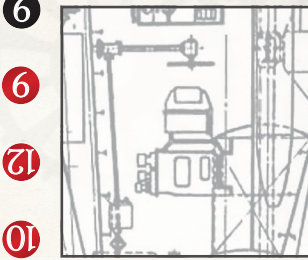
8 10 11 12 7

WARDROOM
ALL HANDS ON DECK

1 / 7

CREW:

YOU MAY RAISE CREW BY +1 FOR EACH −1 SUPPLIES TO INDICATED NUMBER AND MAX ALLOWED FOR THE SHIP.

9 8 6 10 11 6

HELM
STOP THEM NOW!

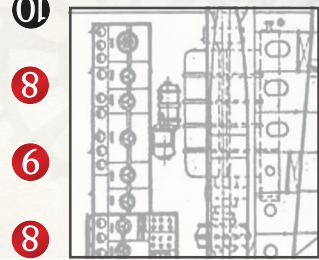1 / 1

ORDER OF BATTLE ACTION: AIR PIRATE ATTACK

10 IF YOU WIN: RAISE MORALE BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP.
9 IF YOU LOSE: THE SHIP AND GAME ARE LOST.

6 6 12 10

ENGINE ROOM
HOLD THE LINE!

2 / 1

ORDER OF BATTLE ACTION: AIR PIRATE ATTACK

9 IF YOU WIN: RAISE MORALE BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP.
6 IF YOU LOSE: THE SHIP AND GAME ARE LOST.

10 8 6 8

HULL
TAKE IT TO THEM!
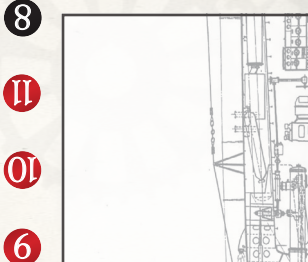
1 / 1

ORDER OF BATTLE ACTION: AIR PIRATE ATTACK REVENANT CAPTURE

6 IF YOU LOSE THE REVENANT CAPTURE ACTION, ADDITIONALLY DECREASE CREW BY INDICATED NUMBER.

8 10 12 7 8

HULL
TAKE IT TO THEM!

2 / 1

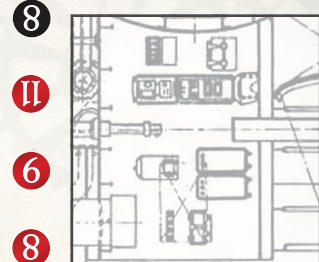ORDER OF BATTLE ACTION: AIR PIRATE ATTACK REVENANT CAPTURE

8 IF YOU LOSE THE REVENANT CAPTURE ACTION, ADDITIONALLY DECREASE CREW BY INDICATED NUMBER.

8 8 11 10 6

MACHINE SHOP
GRAB THE WELDING TORCHES

1 / 1

SUPPLIES:

YOU MAY RAISE AMMO BY +1 FOR EACH −1 SUPPLIES TO INDICATED NUMBER AND MAX ALLOWED FOR THE SHIP.

10 6 8 11 6 8

COMMAND DECK
IT ENDS HERE!

7

1   ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

6   IF YOU WIN: RAISE **MORALE** BY 2X INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP.

8   IF YOU LOSE: **THE SHIP AND GAME ARE LOST.**

6

6

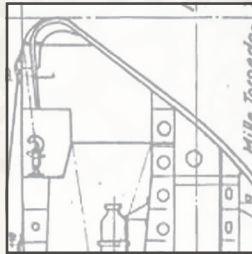6

11

COMMAND DECK
IT ENDS HERE!

3

1   ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

7   IF YOU WIN: RAISE **MORALE** BY 2X INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP.

9   IF YOU LOSE: **THE SHIP AND GAME ARE LOST.**

6

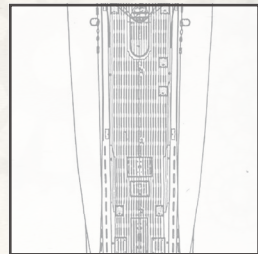8

11

6

CORRIDOR
THEY'RE COMING

3

1   ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

9   IF YOU LOSE THE REVENANT CAPTURE ACTION, ADDITIONALLY DECREASE **CREW** BY INDICATED NUMBER.

6

7

8

11

10