



Captian Burke

Immune to Siren. Cannot leave ship on own unless sunk or pulled away.

Harpoon Equip

Speed

5

Strength

8

Will to live

8

Drown

Fungus

Begins Equipped with harpoon, knife and revolver

Set Up: Place at wheel of ship



Hamish First Mate

+2 Strength if fighting without weapons

Harpoon Equip

Speed

5

Strength

7

Will to live

7

Drown

Fungus

Begins Equipped with harpoon, with spyglass and knife

Set Up: Place atop Mast B perch



Benny The Steward

Harpoon Equip

Speed

3

Strength

4

Will to live

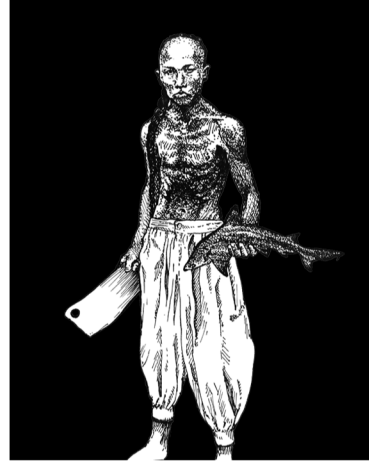
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Drown

Fungus

Begins Equipped with revolver

Set Up: Place on St hex in Galley



Wong The Cook

Harpoon Equip

Speed

4

Strength

4

Will to live

4

Drown

Fungus

Begins Equipped with meat cleaver and fish

Set Up: Place on C hex in Galley



Fiery Path

Tomahawk always has +2 Strength

Harpoon Equip

Speed

5

Strength

7

Will to live

5

Drown

Fungus

Begins Equipped with harpoon, tomahawk and knife

Set Up: Place at the base of Mast A



Conrad Berg

Harpoon always +2 Strength

Harpoon Equip

Speed

5

Strength

6

Will to Live

6

Drown

Fungus

Begins Equipped with harpoon, spearhook and musket rifle

Set Up: Place at base of Mast B



Big Jeb

As action, may drink from bottle to return 2 stats

Harpoon Equip

Speed

3

Strength

8

Will to live

5

Drown

Fungus

Begins Equipped with harpoon, revolver and whiskey bottle

Set Up: Place at base of Mast C



Lil' Jeb

Cannot be Grabbed

Harpoon Equip

Speed

7

Strength

4

Will to live

6

Drown

Fungus

Begins Equipped with harpoon, knife and monkey fist.

Set Up: Place at base of Mast C



Jebediah Harpoon Equip

As Action can sing shanty, adjacent crew gains +1 stat, up to full capacity

Speed 5

Strength 7

Will to live 7

Drown Fungus

Set Up: Place at the base of Mast A

Begins Equipped with harpoon, knife and spearhook



Mr. Chandu Harpoon Equip

Can always use both knives in combat

Speed 5

Strength 7

Will to live 7

Drown Fungus

Set Up: Place at the base of Mast B

Begins Equipped with harpoon and 2 knives



Gravedigger Harpoon Equip

Neutral I II III

Speed 3

Strength 7

Will to live 4

Drown Fungus

Set Up: Stowaway, place in Galley Storage

Begins Equipped with Shovel



Lost Seaman Harpoon Equip

Neutral I II III

Speed 4

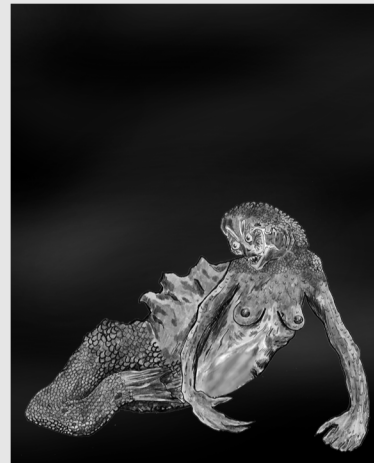
Strength 9

Will to live 12

Drown Fungus

Set Up: Climbs on, place on ship side hex or boat

Begins Equipped with axe



Mermaid Harpoon Equip

Neutral I II III

Speed 6 (water 1 mv, out of water 3 mv)

Strength 4

Will to live 6

Fungus

Set Up: Place in water adjacent to ship or boat

Begins Equipped with Trident



Joseph Harpoon Equip

Neutral I II III

Speed 5

Strength 7

Will to live 7

Drown Fungus

Set Up: Place in Joseph's boat, adjacent to ship or boat



Mini Black Wizard Harpoon Equip

Always an Evil/Sinister character. Allows a 2nd Evil to Summon per turn.

Neutral I II III

Speed 6

Strength 6

Will to live 6

Drown

Set Up: Appears on any deck hex, or boat

Begins Equipped with Black Orb



Oskar Harpoon Equip

Stack limit 3 friendly counters with Oskar

Neutral I II III

Speed 8

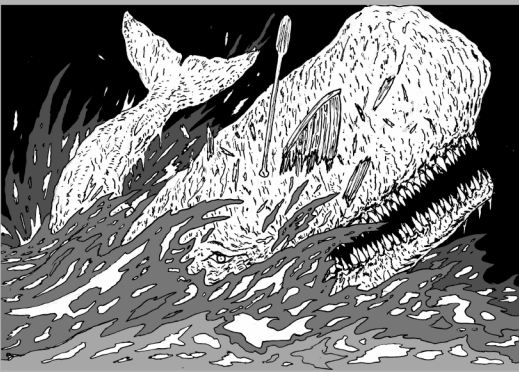
Strength 4

Will to Live 5

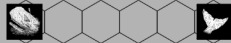
Drown Fungus

Set Up: Stowaway, place in Galley Storage

Begins Equipped with knife



Olde Pissed Off Whale



Speed

8

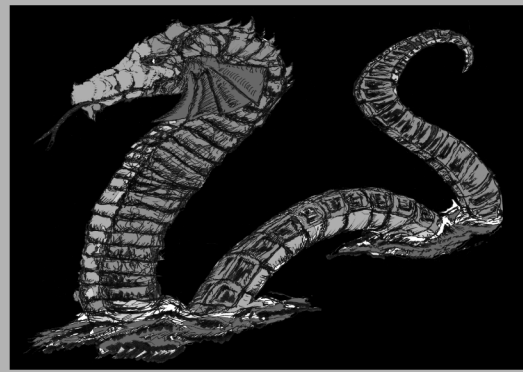
Strength
head 40
tail 25

Will to Kill

20

Tail can whip 1 hex onto Ship deck or boat

When Revealed: Can place adjacent to ship or boat



Serpent



Speed

9

Strength
head 35
mid 15
tail 25

Will to Kill

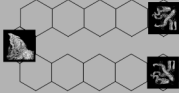
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Head can move onto ship deck up to Mid section. Can move into Galley if length permits

When Revealed: Head placed on revealed hex



Kraken



Speed

head 5
tentacles 5

Strength
head 30
each tentacles 15

Will to Kill

20

May stack with all tentacles. Tentacles can move onto ship, up to head, may move into galley if able. Tentacles can move through ship Holes, one tentacle per hole

When Revealed: Head placed on Revealed hex



Sea Witch

If directly in front of ship is -2 Wind.

Speed

6

Strength

6

Will to live

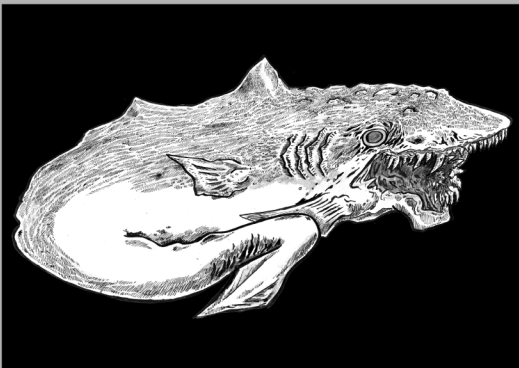
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Harpoon

Equip

Must place if drawn. Equip with Staff. Flies on Water. If Killed, Evil vanishes, Whalers survive.

When Revealed, equip with items



Great White Tarquinius Shark

Speed

10

Strength

25

Will to Kill

15

When Revealed: No special set up



Great Crab

Speed

5

Strength

20

Will to Kill

10

Harpoon

Equip

May attack adjacent hexes with Claws at same Strength. +2 Str. when Grabbing

When Revealed: Climbs on. Place on edge of ship or adjacent to boat



Siren

Sings. Any characters within 10 hex range, roll D6. Result 5 or 6, character moves full movement toward Siren. Galley is safe.

Speed

5

Strength

7

Will to live

7

Harpoon

Equip

Flies on Water. When attacked, place back in cup after combat

When Revealed: No special set up



Seaweed Man

Before close combat, can grab items from enemies. Can carry 4 items

Speed

4

Strength

15

Will to live

9

Harpoon

Equip

When Revealed: Climbs on. Place on edge of ship or adjacent to boat



Sea People

Harpoon Equip

Speed

6

Strength

9

Will to live

9

Drown

Begins with a sword

SP Ship Revealed: Place on any hex of SP ship



Sea People

Harpoon Equip

Speed

5

Strength

7

Will to live

9

Drown

Begins with a spear and sword

SP Ship Revealed: Place on any hex of SP ship



Sea People

Harpoon Equip

Speed

4

Strength

7

Will to live

9

Drown

Begins with a spear and Atlantean sword

SP Ship Revealed: Place on any hex of SP ship



Sea People

Harpoon Equip

Speed

5

Strength

8

Will to live

9

Drown

Begins with a spear and sword

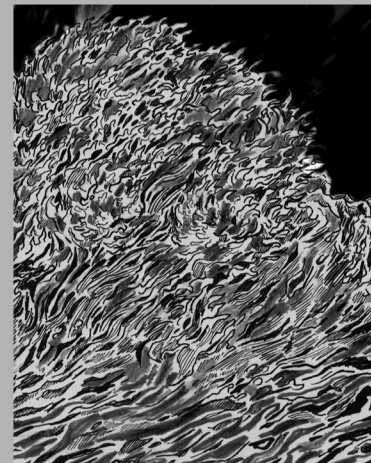
SP Ship Revealed: Place on any hex of SP ship



HURRICANE

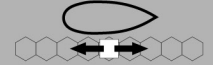
Each turn conduct 3 phases:
1. Roll D6 to change wind direction, all wind directions add 2 ex -3 wind, now -5
2. Roll D6 for Hurricane effects:
1 = Move all characters 1 hex West, can move off ship/boat
2 = Move all characters 1 hex East, can move off ship/boat
3 = Galley takes 2 Flood. If 7th Flood token ship sinks. See 12.9.3
4 = One Mast combats 15 Strength wind
5 = All Masts combat 10 Strength wind
6 = Wave. Roll D6. 6 = Capsize See 12.9.3
3. Roll D6 Hurricane length
1st 6 result: Eye of Hurricane. No wind, no movement next turn, continues after turn.
2nd 6: End of Hurricane

When Revealed: Remove weather, place in weather box, no weather change in hurricane



TIDAL WAVE

Speed 6. Wave size entire hex-line, move forward, cannot turn. Return to cup moving across map*. Roll based on how wave hits ship.



Roll D6: 3-6 = Capsize See 12.9.3



Roll D6: 6 = Capsize See 12.9.3

Boats, move 6 in wave direction Roll D6: 3-6 = Remove Boat (place characters in water)
All Characters in Water, move 6, wave direction. Whaler/neutral/Sea People draw Kill Card, if Water (Asphyxia) = Death.

*Each counter/ship effected by wave once!



WINDS OF SATANIS

When revealed, change Wind Direction to any position. Place counter back in cup.
If Hurricane in effect, hurricane will continue to change Wind Direction next turn.



SEA FUNGUS

When revealed place on any hex of ship, or boat. Fungus does not move, remains on ship hex or boat for the rest of the game.

Fungus turn:
Any adjacent character must roll D6 for Infection.
6 = Infected. Mark Fungus on character sheet.

Any infected Character Roll Damage
If "killed" Character remains on hex as a fungus.

Amputation: If infected, character can Amputate Fungus as an action. Take immediate -5 damage. Cured, but can be infected again.



Ship Ishara

Speed
1 per 2 manned sail
1 for manned wheel
+/- wind

Strength

15 per ship side hex

Mast Strength

A 10

B 10

C 10

Rope use-able and Harpoons equippable on each upper deck hex

Hole

Set Up: Middle of map, bow pointed North



Sea Peoples Ship

Speed
1 per Character

Strength

15 per ship side hex

Experiences no wind, hurricane or tidal wave effects. Can always turn. Maintain matching hex arrangement of map. Characters can move across two adjacent ships

Hole

Set up: Begins with Bow on revealed Horizon counter



Boats

Speed = 1 Movement per Character

Boat A
Speed ? Str. 10

Boat B
Speed ? Str. 10

Boat C
Speed ? Str. 10

Boat D
Speed ? Str. 10

Joseph Boat
Speed ? Str. 10

Each boat may hold 4 characters. Rope always use-able and Harpoons equippable on each boat

Set Up: On matching letter of Ishara ship piece

SINISTER ROLL

Roll D6 for each. Result 6 = On Evil side if they appear in game. Keep secret!



NEUTRAL I

NEUTRAL II

NEUTRAL III

