

Table Description: Descriptions for all keywords in PotCS

Keyword **Ability Text**

- All Powerful** Once per turn, roll a d6. On a 1-4, you may give this ship an extra move action; on a 5, you may give any ship you control an extra action; on a 6, you may give an enemy ship an action.
- Black Mark** This crew may start the game as if it belongs to the Cursed nation instead of its nation. If it does, place it face up on the ship to which it is assigned; that ship is considered to fly the Cursed flag instead of the flag of her nation. If placed face up in this way, this crew's point cost is increased by 1.
- Bombardier** This ship has a special bombardier cannon that is not associated with a mast and can't be eliminated or targeted by effects. Before the game begins, announce whether the bombardier cannon will be an artillery cannon (using the artillery cannon piece) or a flamestrike cannon (add the flame piece on the artillery cannon piece); this choice can't change once the game begins. Use the range/rank die printed on the artillery cannon piece for both the artillery cannon and the flamestrike cannon. Equipment abilities can't affect shots made by a bombardier cannon. The artillery cannon has the Extended Range keyword. The flame portion of the flamestrike cannon physically measures S, so you can use it to measure range to enemy ships. When a flamestrike cannon hits, replace one of the target's masts with a fire mast. If the cannon roll for either version of the bombardier cannon is a 1, the cannon jams and can't be used again until it is given a repair action specifically to fix it.
- Born Leader** Once per turn before you give this ship an action, roll a d6. On a 5 or 6, this ship can be given the same action twice
- Broadsides Attack** When a ship with this keyword is given a shoot action, you can reduce all of her cannon ranges to S and select a single target to which all of her cannons can draw a clear line of fire. Roll a d6; if the result is more than the rank of all of this ship's cannons, they all hit and this ship scores one additional hit. No other abilities can apply to this action.
- Cannoneer** Once per turn, one of this ship's cannons may shoot again if it misses.
- Captain** This ship can move and shoot using the same move action.
- Cargo Master** All friendly ships of the same nationality as this crew get +1 cargo space. This crew takes up no cargo space.
- Catamaran** A ship with this keyword has a second, smaller hull. Each time this ship is hit, roll a d6. On a 5 or 6, this ship is not hit instead. The first time this ship is successfully hit, eliminate her second hull instead of a mast. Without her second hull, hits eliminate this ship's masts normally. This ship can't be rammed, and can't be pinned or boarded if she has her second hull.
- Chieftain** A crew with this keyword adds five native canoes of the chieftain's nationality to your starting fleet. If a chieftain is in your fleet, it must be assigned to a ship on at the beginning of the game. After placing your ships at your home island, choose a wild island and place all native canoes in your fleet so that their bows touch that island. You can't choose the same wild island as an opposing player. While this crew is assigned to a friendly ship, once during your turn you can give an action to each native canoe in your fleet. You must give each native canoe of the same nation the same action. If this crew is eliminated, roll a d6. On a result of 1 or 2, eliminate one native canoe from your fleet. On a 3 or 4, eliminate two. On a 5 or 6, eliminate three. If this crew is ever not assigned to a friendly ship, you can give only one native canoe of that nationality an action each turn.

Dories	When assigned her linked crew, this ship can unload cargo at your home island if she's within S of it.
Double Catamaran	A ship with this keyword has two smaller hulls. Each time this ship is hit, roll a d6. On a 5 or 6, this ship is not hit instead. The first time this ship is successfully hit, eliminate her smaller hull instead of a mast. When both of this ship's smaller hulls are eliminated, hits eliminate this ship's masts normally. This ship can't be rammed, and can't be pinned or boarded if she has a smaller hull.
Emperor's Commander	This crew may use its abilities only aboard the Baochuan. Once at the beginning of each of your turns, roll a d6. On a result of 6, any ship in your fleet may be given two actions that turn. Once per turn, if this ship is within S of an Island, you may mark the island as explored without docking at it. The island becomes unexplored in regards to all other players.
Eternal	When this ship is sunk, do not remove her from the game. Instead, place her docked with no masts at your home island; she keeps all crew aboard her, but any treasure she carries is divided as normal. You can repair her as normal at your home island.
Ex-patriot	This crew can be assigned to any ship. Any ship to which this crew is assigned gains the Mercenary keyword, marking her a member of the Mercenary nation. If this crew is assigned to its linked ship, when the ship rolls for effect at a mysterious island, add 1 to the die roll result.
Explorer	This ship may dock and explore a wild island using the same move action.
Extended Range	This ship's printed cannon ranges are doubled.
Fear	For each target enemy ship within S of this ship at the beginning of this ship's turn, roll a d6. On a result of 5, none of the target's ship or crew abilities may be used this turn. On a 6, the target's base move is S on her next turn.
Filching Gold	Once per turn, this ship can randomly take one treasure from any ship she touches .
Flotilla	A game piece with this keyword is a floating gun platform; treat it like a ship, with the following exceptions. Flotillas can be given only shoot actions and repair actions (it can repair at sea). A flotilla in your fleet has a movement of T, indicating that it can be moved only by being towed by a ship of the same nationality in your fleet. When a ship tows a flotilla, any of her or her crews' abilities that affect her base move are ignored. As a free action a ship towing a flotilla can stop towing the flotilla, which remains in place until towed again or sunk. A flotilla has no masts. Instead it has a flag, which can be eliminated only if the flotilla is hit twice on the same turn from the same shoot action. When a flotilla has no flag, any hit sinks it. A flotilla can be given shoot actions even if it has no flag; it shoots from the dice printed on the base. A flotilla can't be rammed or boarded.
Galley	A ship with this keyword can't pin or be pinned. If this ship rams, she cannot eliminate a mast from the rammed ship. As a free action, this ship can rotate on her stern (the rear of the ship) in any direction after she completes a move action. If derelict, this ship may move S.
Ghost Ship	If a ship has this keyword, or a crew aboard a ship has this keyword, decide if the ship is ghostly at the beginning of each of your turns. If ghostly, the ship gains the following abilities: She ignores islands, terrain, and other ships when moving; she may not end a move with any part of her physically overlapping an island or another ship; she can't be rammed or pinned; and she can't dock.
Headhunter's Domain	This crew may use its abilities aboard only the Guichuan. Once at the beginning of each of your turns, roll a d6. On a result of 6, any ship or sea monster in your fleet may be given two actions that turn. If this ship wins a boarding party, she may either take as much treasure from the other ship as she wants up to her available cargo space, or eliminate all of the other ship's crew.

Helmsman	This ship gets +S to her base move.
Hoarding Gold	If this ship wins a boarding party, she can take as much treasure as she can carry. A ship with this keyword has a movable "hoist" near her bow that allows her to load treasure from, and transfer it between, islands and friendly ships. If at the end of this ship's move action, her hoist can touch a wild island you previously explored, she can immediately load treasure from it as a free action. Further, once per turn as a free action this ship can explore any island, friendly ship or derelict that she can touch with her hoist. When this ship is given an explore action, she can transfer cargo to and from any islands and friendly ships that her hoist can touch.
Hoist	
Hostile: X	A game piece with this keyword can't be in the same starting fleet with whatever is indicated by the X. If the X is a nation, then neither crew nor ships of that nation can be in the same starting fleet with this game piece.
Icebreaker	This ship ignores terrain, except icebergs, when she is given a move action (islands are not terrain). This ship can ram an iceberg as if ramming an enemy ship. If she does, remove the iceberg from the game; this ship is not pinned.
Junk	This ship's masts do not block her line of fire.
Kraken	See Octopus for the latest ability text. As per the "Pirates of the Cursed Seas FAQ – May 2008" the same rules apply to the Kraken and to the Octopus except for abilities that specifically apply only to kraken (e.g. Kraken Gong or Captain Davy Jones).
Limit	You may have only one game piece with this keyword in your fleet.
Longship	When you give this ship a shoot action, roll two dice and count each die as a separate attack (this ship has two cannons on each mast). This ship can't pin or be pinned. If this ship rams, she gets +1 to her boarding roll. As a free action, this ship can rotate on her stern (the rear of the ship) in any direction after she completes a move action. If derelict, this ship gains a base move of S.
Loyal: X	In order for a game piece with this keyword to be in your starting fleet, whatever is indicated by the X must also be in your starting fleet, whether that be a specific crew, ship or game piece of a specific nation.
Marine	A crew with this keyword can be dropped off on any island (except on an opponent's home island). Whether on a ship or an island, it can be given its own shoot action each turn, just like a ship; it has a 2S gun. Opposing players can target this crew with shoot actions only if it is on an island, but it must be hit twice in the same turn in order to be eliminated - a single hit per turn has no effect. Unlike other abilities, the Marine ability is cumulative. For example, if two crew that have the Marine keyword are assigned to the same ship, they can both use it on the same turn.
Mercenary	This ship can't dock at any home island, and she begins the game S away from your home island. In all other ways, she behaves as a ship in your fleet.
Musketeer	This ship gains one 3S cannon that can't have its range or rank increased. It can shoot from any mast (even an eliminated mast).
Native Canoe	In order for a ship with this keyword to be in your fleet when the game begins, you must also have a crew that has the Chieftain keyword (of the same nationality) assigned to a ship in your fleet when the game begins. If that Chieftain is eliminated during the game, only one friendly native canoe of that nationality in your fleet can be given an action each turn. A native canoe can't be given an explore action on your first turn. Native canoes can't be assigned crew and can't ram or be rammed, pin or be pinned, board or be boarded. Native canoes can't tow and can't have their cargo capacity increased. When a native canoe is hit, it sinks.

Navigator	When this ship is given a move action, instead of moving her you may roll a d6. On a result of 5-6, put a trade current within S of any friendly ship.
Oarsman	This ship is not derelict when all her masts are eliminated; she gains a base move of S, but can't ram other ships. This crew takes up no space.
Octopus	An octopus is a sea creature. On your turn, if your octopus' base is within S of an opponent's ship, you can immediately place the octopus' base beneath the ship so that its tentacles can surround only one of them. An octopus can't be shot at unless it surrounds a ship – then only the surrounded ship can shoot at the octopus. The surrounded ship can't be given a move action until the octopus is eliminated or moves away. If an octopus surrounds a ship, it can be given a shoot action to shoot at the surrounded ship (only). An octopus can't both surround and shoot at a ship on the same turn, and it can't surround a docked ship or another octopus (or kraken).
Parley	If a ship is given a shoot action to shoot at a target ship with this keyword, before any dice are rolled the target's player can parley for safe passage. In order to parley, the target must be carrying treasure coins or her player must have treasure on his or her home island (chosen by the target's player). The treasure coin is automatically placed on the attacker's home island, and the target can't be shot at for the remainder of the turn.
Ransom	If a crew with this keyword is transferred to an enemy ship, it becomes treasure worth 5 gold to the capturer. If eliminated by an opposing player, it becomes treasure worth 1 gold to that player and appears on that player's home island as a free action.
Schooner	As a free action, a ship with this keyword can rotate on her stern (the rear of the ship) in any direction after she completes a move action. She can't use this ability if she has just rammed another ship.
Scorpion	A ship with this keyword has a movable “blade” that can slash your enemies. After a scorpion ship has completed a move action or shoot action, if you can move her blade so that it touches a target opposing ship, the target is immediately attacked as a free action (using the rank of the blade). If the attack hits, eliminate a mast from the target (no ability can prevent this). The target is pinned (even sea creature can be pinned with this ability) and can be boarded (sea creatures still can't be boarded), but this ship is not pinned. This blade attack functions even when this is derelict. If a scorpion ship rams a target ship on a turn, she can't also use her scorpion blade that turn.
Sea Dragon	A sea dragon is a sea creature. A sea dragon has a base move of D, meaning that it has unlimited movement: It can move anywhere on the play area, and it ignores all terrain and islands when it moves. A sea dragon can be given two types of shoot actions: a normal shoot action and a swoop attack. A normal shoot action follows all normal shoot action rules. A swoop attack allows the sea dragon to attack a target (either submerged or on the surface) within L+L of the sea dragon's base. Roll a d6; the swoop attack hits on a result of 4 or more, and eliminates two masts if it hits. After the swoop attack resolves, place the sea dragon as close as possible to its target without touching the target. If given a shoot action on its turn, a sea dragon can make only one attack: either a normal shoot action or a swoop attack.
Sea Monster	A game piece with this keyword is made up of segments that act as masts in the game. These segments come in many different forms, such as tentacles, coils, heads, tails, and so on. A sea monster may be given only move and shoot actions. A sea monster's movement is measured from the white dot on its base or the edge of its base nearest the tentacles. A sea monster cannot be assigned crew. Before each turn, a sea monster's controller decides if it is submerged or on the surface. If submerged, a sea monster may only move—not shoot or be shot at. If it is on the surface, it acts like a ship with the following modifications. A sea monster pins a ship if it rams any part of the ship; it cannot be pinned. After winning a boarding party, a sea monster cannot choose to take crew. If it chooses to take a unique

treasure, eliminate that treasure. A sea monster cannot tow. A sea monster cannot be assigned crew. A sea monster is eliminated immediately if it has no segments.

- Secret Hold** Enemy ships can't take or transfer treasure from this ship.
- Shipwright** This ship may repair at sea or at any island.
- Submarine** A game piece with this keyword is a ship with a hull composed of two or three hull pieces that act as masts in the game. Submarines can't pin or be pinned, or tow or be towed. A submarine can either move on the surface or dive underwater and become submerged. Before each of his or her turns, a submarine's player decides whether or not she is submerged. If a submarine is submerged, lift off her hull so that only her base and circular "spine" are showing. A submerged submarine can only move—not shoot, be shot at, or be rammed. She can ram another ship, but regardless of success, the submarine must be moved away from the target ship in any direction as a free action after the ram attempt. If a submarine is on the surface, replace her hull (minus any removed hull pieces). A submarine on the surface uses all the rules for ships, with the following modifications. She can be rammed (and boarded), but she is not damaged when rammed. Each time she is hit, remove one of her hull pieces. When she has no more hull pieces, she is derelict.
- Switchblade** A ship with this keyword has two "blades" that can be moved so that they extend from the front sides of the ship. After this ship completes a move action or shoot action (or if during a move action), any part of either blade touches an enemy ship (or ships), all those enemy ships are considered to be rammed and can be boarded. If the ramming occurs by blade only, this ship is not pinned. The order that the rams and boarding parties are resolved (if there are more than one) is determined by the player whose turn it is. Extending or retracting the blades is a free action that can take place any time when this ship is given a move action or shoot action.
- Titan** A game piece with this keyword is made up of segments that act as masts in the game. These segments come in many different forms, such as claws, legs, and so on. Titans can't be given repair actions. A titan's movement may be measured from any part of its body; it can't change its facing during the move. Titans can move across islands and end their moves ("dock") on islands (except enemy home islands); they can be shot at while docked at any island. A titan can be assigned crew and load treasure like a ship. A titan pins a ship if it rams any part of the ship; it can't be pinned. A titan can tow. A titan is eliminated immediately if it has no segments.
- Treasure Ship** This ship must begin the game with the Linked Crew aboard (e.g. Admiral Zheng on the Boachuan). A ship's crew does not take up cargo space on this ship, though their combined point cost still may not exceed this ship's point cost. Once per turn, this ship may move S after loading.
- Turbine** A ship with this keyword is not derelict when all her masts are eliminated. If she has no masts, she is still sunk if hit.
- Turtle Ship** When this ship is hit, remove one of her turtle shell panels. When no panels remain, remove masts as normal. This ship cannot be boarded if she has turtle shell panels. If derelict, this ship gains a base move of S.
- Unholy Light** After this ship moves, she can look at all treasure on all islands and ships within L of her.
- Windcatcher** A ship with this keyword can have her movement measured from either her bow or stern. If measured from the stern, turn the ship as a free action so that her bow is located where her stern was; then move normally from there.