7th Sea CCG

Introduction

7th Sea is a game of high seas swashbuckling and ship-to-ship combat. In 7th Sea, you are the captain of a ship fighting for control of the seas of Théah. Whether you want to board your opponents and fight with swords, blast them with your cannons, or simply ram them to the bottom of the sea, you will organize your crew and adventure across the seas until the time is right to strike.

7th Sea is a Collectible Card Game, which means that there are hundreds of cards available for you to play with. If you have a starter deck, you have 60 of those cards right now. As you play you will discover that part of the fun of a collectible card game is tracking down the ones that work best for you. When the game was in print, you could expect to see new cards for 7th Sea every 3 to 4 months as the nations of Théah fight for control of the seas.

7th Sea was both in decks (that also held rulebooks or rulesheets) and packs. There was a deck for each faction in the game which included a Captain, a Ship, and one special card for that nation. The packs were not nation-specific.

The Object

The object of the game in 7th Sea is very simple – either to control the seas, or to be the last Captain sailing the seas of Théah. You win the game when all the other Captains have been sunk, or if you are the only player to have a Control Sea Attachment card in each of the five seas at the end of the turn. You can play with any number of players as long as you have at least two.

The Deck

The cards in a starter deck were perfectly good to use in your first games, but eventually you will want to pick other cards for your deck that work well together. When you are designing a deck, you need to have at least sixty cards in the deck. This includes your Captain, Ship, and starting Crew. Also, you may not have more than three copies of any card in your deck.

The Golden Rule

7th Sea has many different cards which can do some wild things. Whenever one of the cards specifically contradicts a rule in the rulebook, the cards takes precedence over the rulebook.

Tacking Cards

Many times when you are using a card's abilities or producing points in a skill, you must "tack" the card. To do so, turn the card sideways 90 to show that it's been used. Cards untack at the end of the turn or through special card effects. To "untack" a card, you turn it back to its original straight-up position to show that it's ready to act.

Cards enter play untacked and ready to be used. Tacking a card does not tack its Attachments. Tacked cards can still perform actions that do not require them to tack.

Game Set-Up

At the beginning of the game, each player starts with a deck of at least 60 cards. Arrange a set of the five Sea Cards between the players in the following order: Trade Sea, Frothing Sea, La Boca, Forbidden Sea, and The Mirror (the seas do not count against any player's deck limits). Simultaneously, the players reveal which one Captain and Ship they will be using (these come from your deck and count toward your 60 cards). After the players have seen what the other players' Captain and Ship are, they decide on their starting Crew and remove them from their decks, revealing them simultaneously. The starting Crew's total Influence cost can't be greater than the Captain's starting Wealth, the number of Crew may not exceed the Ship's Crew maximum, and the Crew must be either unaligned or of the same faction as your Captain. An effect that prevents you from hiring a specific Crew also prevents you using that Crew in your starting Crew.

After all of the Crews have been revealed, each player places a token in their Captain's home Sea to represent their Ship – your Captain tells you which Sea your Ship will start in. Then, each player shuffles the cards remaining in their deck. After allowing opponents a chance to cut, each player draws seven cards to form their starting hand.

Types of Cards

The next few sections show each card type with a description of the things you will find on that card.

Crew

Crew cards are the most basic card in the game. Each Crew card represents one or more people on your Ship that will fire cannons, swing from the mainsail, or cast a spell.

At the top of the card is the Crew's name. To its left is the Crew's cost. The cost is how much Influence is needed to hire that Crew for your Ship either before or during the game. Hiring

Crew will be explained later in the rulebook. Below the cost is the Crew's Faction symbol, showing what faction they are aligned to. On the other side of the card there may be other symbols, which are provided for flavor and have no game effect.

Right below the artwork are flags with the five skills. From left to right they are: Cannon, Sailing, Adventuring, Influence, and Swashbuckling. Whenever you need points in those skills (to bring a card into play, or perhaps to cancel an opponent's action), you may tack members of your Crew to generate a number of points equal to their skill rating.

Below the Skill Flags is the text area. The text box tells you more about the Crew, including any special effects they may have on play. At the top of the text box, there may be some bold-faced "traits." Most traits don't cause effect directly. Instead, they make the Crew eligible for certain card effects, since some cards can only be played on a Crew that has a specific trait.

For example, you can only play the card "I Told You Not to Trust Him" on a Crew who has the Villainous trait. Some traits are not a single work, but a phrase. These traits are listed with the card's abilities, under the boldfaced traits; unlike a trait, an ability always starts with "Act:" or "React:" Finally, at the bottom of the text box there may be text in italics. That text is known as "flavor text" – it has no effect on the game, but tells you how this card fits into the larger story of 7th Sea.

Finally, in the bottom left are the Boarding Boxes which will be explained in the "Boarding" section.

Captain

Your Captain is a special type of Crew card. You begin the game with one Captain in play, and that determines which faction you represent in the game. At the top of the card is your Captain's name. To the left of the Captain's name is his or her starting Wealth – this determines how much Influence you have to buy your starting Crew at the beginning of the game. Below the coin is your Captain's faction symbol, showing where his or her loyalties lie. On the other side of the card there may be other symbols, these are provided to add flavor to the Character.

Like the Crew cards, your Captain has a set of Skill flag below the artwork which show his skill ratings. Your Captain can tack to produce skill points just like normal Crew. In fact, your Captain is considered to be a Crew card, and can be affected by cards which say they can affect Crew. However, normal Crew cards are not affected by cards which only affect Captains. In the text box below the skills, the Captain tells you which Sea his Ship starts in. The Captain has a special ability or trait which is tied to whether or not he has enough of his own Crew for the Ship to run smoothly.

Ship

As it is on the other cards, the name of your Ship is at the top, with the Ship's faction symbol to the left. A Ship with a faction symbol may only be sailed by a Captain from that faction. A Ship with no faction symbol may be sailed by any Captain. To the right of the name is your Ship's Move Cost – this is how many Sailing points you must pay to move your Ship.

At the bottom of the card is your Ship's text box. In that text box is the Ship's Crew Maximum. You may not put another Crew into play if you already have a number of Crew cards (including your Captain) in play equal to or greater than your Crew Maximum. If for some reason the number of Crew on your ship exceeds your Crew Maximum, you do not need to discard any Crew. Finally, in the text box, each Ship has one or more special abilities that it may perform.

Many Ships have an ability that reads: "React: Tack before performing an action, to move to an adjacent Sea." This is referred to as the Ship's "free move." Although this move does not cost any Sailing skill points, it can only be done before you perform another action.

Action

Actions are all the things that your Captain and Crew do to send your opponents to the bottom of the sea. Every Action cards has a Card Name and Boarding Boxes just like the Crew cards. The Text box tells you what happens if the Action works.

To play the Action card from your hand, you have to play skill points (see "Paying Costs") equal to or greater than the Action's blue Cost Flag.

Many Action cards have a copper Cancel Flag. If a card has a Cancel Flag, then the player being targeted with the action can pay skill points equal to or greater than the Cancel Flag to cancel the action (see "Canceling").

Most actions are played during the Actions Phase of the turn when it is your turn to perform an action. However, some Action cards are labeled "React:". You are allowed to jump outside of the normal turn order to play these cards. React cards will tell you when you are allowed to play them.

Action cards are discarded after they are played. Actions that have continuing effects stay in play until the effect ends. When the effect is over, the action is discarded normally.

Attachment

Attachments are cards that change the cards in play. An Attachment can be a monster that prowls the sea, a parrot sitting on your Captain's shoulder, or even extra training for your Crew.

You may only play Attachments on cards you control or one of the five Seas. An Attachment may only attach to the type of card listed at the top of the Text Box. For example, a "Crew Attachment" may be attached to any one of your Crew cards (including your Captain). However, a "Montaigne Captain Attachment" may on be attached to your Montaigne Captain. You may play attachments on cards that are tacked. Attachments may not be moved to a new card without a card effect. When an

Attachment is attached to another card, it is considered to be an Attachment of that type. Thus, if a card attaches to your Ship (even if it is not referred to as a Ship Attachment) it is considered to be a Ship Attachment. An Attachment that refers to itself as a Captain Attachment is also considered a Crew Attachment (since Captains are also considered Crew).

To the right of the Attachment's name is a 'bonus flag' – it reminds you what skill bonus the Attachment gives, if any, so that you can slide the Attachment under the card and still see what it does.

Like Action cards, Attachments have a Cost Flag showing you what you must pay to put the card into play (see "Paying Costs").

Only the player who put the Attachment into play may use any actions on it.

Adventure

Your Ship can go on all sorts of adventures. When you successfully complete an Adventure, the Adventure card becomes an Attachment.

When you put an Adventure into play, look in the text box – at the top is how many Seas away from your Ship you need to put the Adventure (no more, no less). For example, if you are in the Frothing Sea and want to play a "2 Seas Away" Adventure, then you can only put it in the Forbidden Sea, because there is no Sea that is 2 Seas away in the other direction.

When you are in a Sea with one of your uncompleted Adventures, you can try to complete it. Adventures usually take a certain number of Adventuring points to complete; sometimes an Adventure may require you to pay some other cost instead of, or in addition to, Adventuring (like discarding a card from your hand). If you pay the Adventuring cost, then you may attach the Adventure to gain its benefits. You cannot complete your opponents' Adventures.

Adventures can be placed and completed in any Sea, but most Adventures are easier to complete if you are in the correct Sea. In the correct Sea, you don't need to pay as much Adventuring to complete it – the Adventure card will tell you which Sea that is. Some Adventures do not cost as much to complete if you meet some other condition (like having a specific card in play or having a Villainous Captain).

Chantey

A Sea Chantey (pronounced SHAN-tee) represents the stories, events, and climates in Théah that have an effect on play. At the top of the card is the name of the Chantey. In the middle of the Chantey is the card's cost and/or its cancel cost, if any. When a Chantey is brought into play, any player may pay its cancel cost.

Below the artwork is the text box. Here the Chantey will say what effect is has on play. Most Chanteys have a global effect, meaning that they affect all the players in the game. If a Chantey has an ability printed in the text box, all players are considered to have that ability printed on their Captains while the Chantey remains in play. When a Chantey is removed from play, all effects of the Chantey immediately end. When a new Chantey is brought into play, any other Chantey already in play is sunk and placed in its owner's sunk pile.

Sea

There are five Seas in the game. They are laid out before the game in the following order: Trade Sea, Frothing Sea, La Boca, Forbidden Sea, and The Mirror. While the Seas do not have any inherent special abilities, there are cards that work better or work only in a particular Sea. You may use any kind of counter to represent the five Seas as long as each location is easily identifiable as the Sea in question.

Alongside the text boxes of the Sea cards is a simple diagram showing where that Sea sits when you lay out the five Seas in order. The Mirror and the Trade Sea are not adjacent.

Paying Costs

Just about anything you want to do during the game will involve paying a cost with one of the five skills on a Crew. You have to pay skill points to hire new Crew, to pay for an Attachment, to play an Action card, to cancel an opponent's action, and in lots of other cases. The cost to put a card into play is always on a blue flag. If the target is allowed to cancel the card, there will be a 'cancel cost' on a copper flag that the target may pay after the card's cost has been paid (see "Canceling").

When you are paying a cost, you can tack one or more of your Crew that have at least one point in that skill. Each Crew that you tack adds their skill to your total. Each Crew tacked may only produce points in one of their skills. You may also use card effects instead of, or in addition to, tacking Crew to produce skill points to pay for the cost. As soon as you have produced enough skill points, then the effect you are paying for occurs (bringing a card into play, canceling an action, or whatever). You may pay only one cost at a time. If for any reason you do not produce enough skill points to pay the cost, the action is canceled.

For example, if you need 4 Sailing points to move your Ship to an adjacent Sea, you could tack two Crew with 2 Sailing each, one Crew with 4 Sailing, or even 4 different Crew that each have 1 Sailing.

The cost flags use the same five skill icons as the Crew cards, and also use a sixth icon (see Ship's Move Cost, below). Any card without a yellow cost flag does not have a cost to put it into play – you simply play it at the appropriate time.

Ship's Move Cost

A ship's wheel on a cost flag means that you must pay your Ship's Move Cost (the number in the same wheel in the upper right corner of your Ship card). The Ship's Move Cost is always paid in Sailing.

For example, if your Ship's Move Cost is a 3, then you would tack 3 Sailing if a cost flag has the wheel. Some actions cost your Ship's Move Cost plus extra Sailing, so an action requiring Move Cost +2 would cost you a total of five Sailing.

Suffering Hits

Whenever you are suffering Hits, you must find a way to absorb or reduce all of the Hits. There are three ways to absorb Hits: 1. Tacking your Crew to produce Swashbuckling to absorb Hits; 2. Sinking your Crew to produce Swashbuckling to absorb Hits; and 3. Reacts that absorb or reduce Hits. You may perform them in any order.

First of all, you may tack any of your untacked Crew to produce Swashbuckling (equal to their Swashbuckling skill) to absorb Hits. When you tack a Crew to absorb Hits, that Crew absorbs a number of Hits equal to the amount of Swashbuckling produced by that Crew.

Secondly, you may sink a tacked or untacked Crew (putting that Crew card and all of its Attachments into your sunk pile – see "Discarding and Sinking," below) to produce Swashbuckling equal to their Swashbuckling skill: this absorbs a number of Hits equal to the Swashbuckling produced. An untacked Crew can both tack and then sink to absorb Hits.

Finally, there are some Reacts that you may play that help to absorb Hits. You will find these on Action cards and abilities printed on cards in play. You may also use Reacts that produce Swashbuckling to absorb Hits.

If even a single Hit remains, you must keep tacking, sinking, and playing Reacts until you have absorbed all of the Hits that were inflicted on your Ship. If you sink your Captain to absorb a Hit, then your Ship goes to the bottom of the sea – you've lost this game.

Discarding and Sinking

You have two piles for used cards, your discard pile and your sunk pile. Action cards that you play are discarded after being used. Crew that sink to absorb Hits are sent to your sunk pile along with their Attachments. When you go through your entire deck, shuffle your discard pile and use it to replenish your deck. Cards in your sunk pile never come out except through special card effects.

Turn Sequence

Each turn, players go through each of the following phases in order. After the last phase of a turn, the players start again with phase one on the next turn.
   I. Determining Turn Order
   II. Actions
   III. Draw Cards
   IV. Untack

I. Determining Turn Order

At the start of each turn, all players count up the total Sailing skill of their entire Crew, including their Captain. The player with the most Sailing goes first, and then the order goes clockwise around the table from that player. If two players ever want to play a React at the same time, the player who goes first during the turn gets to play the first React; then each other player in turn may play one.

If there is a tie for most Sailing points, then the players who are tied each cut their decks and reveal the cut card. The player who cut the first card alphabetically goes first (ignoring spaces and punctuation). Player then quickly shuffle their decks.

II. Actions

Starting with the first player, each player may perform one of the following actions. When all players Pass in a row, the Actions Phase is over and the turn moves on to the Draw Cards Phase. The following actions are not in order, and you may do each of them as many times as you wish (and can pay the costs for) during a turn.
   1. Hire Crew
   2. Experience a Crew
   3. Play or Perform an Action
   4. Put an Adventure into play
   5. Put a Chantey into play
   6. Complete an Adventure
   7. Play an Attachment
   8. Move your Ship
   9. Perform a Cannon Attack
   10. Perform a Boarding
   11. Discard a Crew
   12. Discard an Adventure
   13. Pass

1. Hire Crew

If you have a Crew in your hand, you may hire one Crew (only one at a time) as an action. To put the Crew into play, you have to pay the Crew's Influence cost (the blue flag in the corner). When you pay the Crew's cost, the Crew is put on your Ship untacked and ready to set sail.

A card effect that "brings a Crew into play" is considered to be hiring a Crew without cost. Any effect that prevents you from hiring a Crew will prevent you from bringing a Crew into play. If a card effect brings a Crew into play that you could not normally hire, the Crew is immediately discarded.

2. Experience a Crew

Some Crew have the Experienced trait. There are two ways to bring these cards into play. You may hire the Experienced Crew normally, as mentioned above. You may also experience the Crew as an action. If you already have a Crew in play with the same title, you may replace the Crew in play with the Experienced one in your hand. You do not pay the Influence cost of the Experienced Crew. The Experienced Crew takes on all Attachments attached to the Crew it is replacing, as well as

any card and game effects that are affecting the Crew (including whether or not the Crew is tacked). Discard the replaced Crew card. Note that experiencing a Crew is different from hiring a Crew. You may not bring into play an Experienced version of a Crew that is Loyal to another faction, even if you have a non-Loyal version already in play.

3. Play or Perform an Action

You can play an Action card from your hand or perform an action on a card in play. Cards in play that can perform an action have the word "Act:" in their text box before the action (see "Action Cards" and "Actions and Reacts").

4. Put an Adventure into play

As an action, you may put a new Adventure into play. When you put an Adventure in play, look in the text box – at the top is exactly how many Seas away from your Ship you need to put the Adventure (see "Adventures").

5. Put a Chantey into play

As an action, you may bring a Chantey into play from your hand. Any Chantey already in play is sunk and the effects of the previous Chantey end (see "Chantey").

6. Complete an Adventure

As an action, you may complete an Adventure. Once you've moved to the Sea that contains one of your Adventures, you may pay the cost to complete that Adventure (see "Adventures").

7. Play an Attachment

If you have an Attachment in your hand, you may bring that card into play as an action, attaching it to whatever it attaches to (see "Attachments").

8. Move your Ship

As an action, you may move your Ship to one of the Seas adjacent to the Sea you are in. You must pay your Ship's Move Cost in Sailing points to move. Tacked Ships may be moved normally.

9. Perform a Cannon Attack

If there is another Ship in the same Sea as your, you may fire a cannon at it as an action. You tack one (and only one) of your Crew with at least 1 point of Cannon skill to produce Cannon for a Cannon Attack (you may also play Cannon Reacts to increase the amount of Cannon produced). The target Ship suffers Hits equal to the amount of Cannon produced (see "Suffering Hits" for what your target must do to absorb the Hits).

10. Attempt a Boarding

If there is another Ship in the same Sea as yours, you may attempt to begin a Boarding with that Ship. You must pay Sailing equal to your Ship's Move Cost to attempt the Boarding as an action. That Ship may pay Sailing equal to its Move Cost to cancel the attempt. If the other Ship doesn't cancel the Boarding, then

you and that player take turns making Boarding Attacks until neither of you wants to make any more Boarding Attacks (see "Boarding").

11. Discard a Crew

You may discard one of your Crew in play as an action. You may not discard your Captain.

12. Discard an Adventure

As an action, you may discard an Adventure you have in play that you have not completed.

13. Pass

You may declare that you do nothing.

Action Timing

The timing of an action is as follows: First you declare the action, announcing the action that you are going to attempt. Next, you pay for the action, producing the necessary skill points by tacking Crew or using card effects that produce skill points. If a cost cannot be paid once the action has been declared, then the action is canceled. Once the cost is paid, the target of the action has the opportunity to pay the action's cancel cost if it has one. Finally, if all the costs are paid and the action is not canceled, then you resolve the effects of the action. Once you have declared that you are performing an action, you are considered to have taken an action, even if the action is canceled.

III. Draw Cards

All players draw three cards and add them to their hands. Discard cards if you are above your maximum hand size.

IV. Untack

All players untack all of their tacked cards.

Boarding

If another player's Ship is in the same Sea as yours, you can attempt to begin a Boarding with that Ship. To attempt a Boarding, you pay Sailing equal to your Ship's Move Cost. The other player may pay Sailing equal to their Ship's Move Cost to cancel the Boarding (this is a cancel cost). If the other player does not cancel the attempt, then your Ships have connected, and your Crews begin fighting. For the rest of the Boarding, the player who began the Boarding is called "the attacker" and the other player is "the defender."

Beginning with the attacker, you push forward one of your untacked Crew and play any card from your hand to start performing a Boarding Attack (this doesn't tack your Crew yet). Ignore everything on the card except for the Boarding boxes in the bottom left corner of the card. The largest box and the word along side it, is the Boarding Attack that your Crew just played (for example, "My Buccaneers Slash you for 2 Hits!"). Your Crew is trying to inflict Hits equal to their Swashbuckling. A Crew is considered to be producing Swashbuckling when

inflicting Hits with a Boarding Attack. Thus, Reacts and other effects that produce Swashbuckling may be used to inflict extra Hits with a Boarding Attack.

The other player can either absorb these Hits, or send one of their own untacked Crew out to fight against yours (this doesn't tack the Crew yet). If they choose to take the Hits, then they must suffer the Hits normally (see "Suffering Hits"). If they decide to fight, they push forward one of their own untacked Crew and play a Boarding Attack of their own that has your attack below their own. You can only play a Boarding Attack if it has the opponent's last Attack in one of the two smaller boxes (the Boarding Defense boxes). So, for example, your opponent could push forward their Powder Monkeys and say "The Powder Monkeys stop your Slash, and Thrust at you for 1 Hit." By playing the Boarding Attack, your opponent has reversed the attack and now you must play a new card or suffer Hits.

You and your opponent go back and forth playing Boarding Attack cards from your hand for these two Crew until one of you can't or won't play a new Boarding Attack. The Crew that played the final Boarding Attack produces Swashbuckling equal to their skill (without tacking) to inflict Hits equal to the Swashbuckling produced; a lot of Crew and Attachments help you do extra Hits when you inflict Hits with a Boarding Attack. A tacked Crew may still produce Swashbuckling to inflict Hits during a Boarding Attack. The losing Crew must absorb as many of the Hits as possible. If you are suffering Hits during a Boarding Attack, then you cannot tack or sink other Crew to absorb the Hits until after the Crew in the Boarding is sunk; you may still use Reacts to absorb or reduce the Hits. Once the fighting Crew has been sunk, you suffer any remaining Hits normally.

After all the Hits have been suffered, the two Crew involved in the Boarding Attack are tacked (if they weren't already). All of the Boarding Attack cards that were played are put in the players' discard piles in the order in which they were played.

Once the attacker's Boarding Attack has finished (with either side inflicting Hits), it is the defender's turn to start performing a Boarding Attack, pushing a Crew forward and playing a card just like the attacker did.

There is a slight difference between playing a Boarding Attack and performing a Boarding Attack. You play Boarding Attacks from your hand. You perform a Boarding Attack when you push a Crew forward in a Boarding. There are a number of cards that say: "React: Play instead of performing a Boarding Attack." These cards are played instead of pushing a Crew forward to start performing a Boarding Attack, not instead of playing a card from your hand when performing a Boarding Attack.

After the defender's opportunity to start performing a Boarding Attack has resolved, each player draws three cards (remember to discard if you are over your maximum; see "Maximum Hand Size"). Then the attacker begins again with a new opportunity to start performing a Boarding Attack.

Instead of starting a Boarding Attack, the attacker and defender may just 'pass' and not send someone to attack the other player. If the attack elects to 'pass' this way, and his pass

is immediately followed by a pass from the defender, then the Boarding ends. Once the Boarding is over, players do not draw three cards; the Boarding simply ends and the turn continues.

Duels

Some cards create a Duel between one of your Crew and another player's Crew. A Duel is resolved like a Boarding Attack being performed during a Boarding, but any Hits left over after the loser sinks are reduced to zero. Effects that are active during a Boarding are also active during a Duel, and effects that are not active during a Boarding are not active during a Duel. Cards that are used "instead of performing a Boarding Attack" may not be used.

Canceling

Many actions have a 'cancel cost' in a copper flag, or in the text of the card. The target of the action can pay the cancel cost immediately after the action cost is paid (and before any other Reacts) to prevent all of the effects of the action. Costs that were paid to play the action remain paid, but the effects of the action do not occur. Once an action is canceled, the acting player's opportunity to take an action is over and play continues to the next player. If the playing of the action card or the bringing of a card into play is canceled, the card is discarded. If the completion of an Adventure is canceled, the Adventure remains in play.

Targeting

Cards often React to something targeting your cards. An action always targets unless it has a global effect (such as "All Ships are tacked"). Anything that inflicts Hits, such as Hits from a card effect, Boarding Attack or Cannon Attack, is assumed to target the Ship suffering the Hits. If an effect cancels the effects of another card, it is targeting that card. If an effect discards or sinks another card, it is targeting that card.

Actions and Reacts

Actions can come from several places. Playing an Action card, performing an action printed on a card you have in play, or performing any of the actions listed in the Action Phase is an action. Each one of them uses up your 'turn,' passing the next action to the player on your left.

Playing an Action card that results in a Boarding is different from "Performing," "Starting" or "Attempting" a Boarding, all of which refer to Action #10: Attempt a Boarding. A card that reacts to "Attempting a Boarding" will not affect an Action card or ability that results in a Boarding. The same is true of Cannon Attacks. When a card refers to "Performing a Cannon Attack," it is referencing Action #9: Perform a Cannon Attack, not an Action card or ability that produces a Cannon Attack.

Reacts are a special kind of action. They do not take place 'in order' like normal actions, and do not cost you your opportunity to act. Similarly, they do not qualify as actions for game effects

which require an action (such as a Ship's Free Move; producing a React after a Free Move would not satisfy the requirement to produce an action after the Free Move).

Reacts can either be an Action card from your hand or printed on a card you have in play. Unlike normal actions which are played only during the Actions Phase, and only when it's your turn, Reacts are played whenever they say. Each React has a different time that it is played, and can only be played at that time. If more than one player wants to play a React at the same time, they play them in the order for the turn, playing one React then passing to the left just as in the Actions Phase. If a React and a trait have identical timing for activating, the trait occurs before the React.

Maximum Hand Size

Normally your maximum hand size is seven cards, although there are cards that can increase or decrease you maximum. If you ever have more cards than you maximum in your hand, you must immediately discard cards down to the maximum.

Experienced Crew

Some Crew have the "Experienced" trait. There are two ways to bring these cards into play:

1. You may hire the Experienced Crew normally, unless you already have a Unique Crew in play with the same title (see "Hiring Crew"). It is possible to have three non-Unique versions of a Crew and an Experienced version in play at the same time.

2. If you have a Crew in play with the same title, you may experience that Crew (see "Experience a Crew").

Loyal

A Crew with the "Loyal" trait will only work for a Captain from the same faction. You may not start or put into play a Loyal Crew from another Faction.

Unique

If a card has the "Unique" trait, then there is only one of that person or item in Théah. You cannot put a unique card into play if you already have a copy of that card in play. It's okay if another player already has one in play, however. You are not limited to having only one in your deck.

Knacks

Some Attachment and Action cards have the "Knack" trait. A card may refer to itself as a Topman Knack, a Swordsman Knack or a Fear 1 Knack. All this means is that you must attach the Knack to a Crew with the same trait or preceding requirement (e.g. – Adventuring 1 Knack). Thus a Topman Knack may only be attached to a Crew with the Topman trait. Knacks listed with a number mean that the Crew attaching or using the knack (in regards to Action cards) must have a value equal to or greater than the knack's requirement (e.g. – an Adventuring 1 Knack may only be attached to a Crew with an Adventuring skill of 1 or more). Swordsman Knacks have their own special rule: A Swordsman may not have more Swordsman Knacks attached than his Swordsman Bonus.

Glossary

Ability – Text on a card in play which is preceded with an "Act:" or "React:". Text on a card in play which is not preceded with an "Act" or "React:" is considered a trait.

Action – One of the 13 activities listed under the Action Phase Heading that players may perform during a turn.

Alphabetical – When determining which card title come first alphabetically, all words are used (even small words), spaces are ignored, and numbers are considered to be one characters: e.g. – "A Better Offer" comes before "Again, Boys!", and "8-Pound Cannon Volley" comes before "15-Pound Cannon Volley". Numbers come before letters.

Boarding – A Boarding is begun by a player by paying their Ship Move Cost or playing an action, and continues until either both players pass their Boarding Attack or until a card effect ends the Boarding.

Boarding Attack – Any untacked Crew on a Ship that is in a Boarding may perform a Boarding Attack. The black Boarding Box on the card used to start the Boarding Attack is considered to be the actual attack (e.g. – "Slash" or "Dagger"). Boarding Attack cards are discarded after the Boarding Attack is resolved. You play Boarding Attacks from your hand. You perform a Boarding Attack when you push a Crew forward in a Boarding.

Boarding Boxes – The three square symbols in the bottom left of a card. They are used to resolve Boarding Attacks. Boarding Boxes are always played as printed, regardless of the Most Recent Printing Rule.

Cancel – Many actions may be canceled if the target pays the necessary cost to cancel it. Action cards with a copper flag can be canceled if the target pays the cancel cost in the copper flag.

Card Types – There are seven types of cards in a deck: Action, Adventure, Attachment, Captain, Chantey, Crew, and Ship. Sea cards are never in a deck.

Cost – What must be paid to perform an action or bring a card into play. Typically, this is simply to pay the correct number of skill points by tacking your Crew cards or using Reacts that produce skill points. Costs are found on a yellow flag.

Control – These cards represent a pirate group's firm control, through either charisma or terror, of one of Théah's seas. If you are the only player at the end of the turn to Control each of the five Seas, you win the game.

Crew Maximum – Each Ship specifies the maximum number of Crew cards you may have in play. Your Captain counts against this limit.

Discard – Move the card to the discard pile. Action cards are discarded after their effects are resolved.

Discard Pile – Cards are placed in this pile face-up, but may not be inspected by any player except by a card effect. If you run out of cards in your deck, shuffle your discard pile to form a new Draw Deck.

Draw Deck (or 'Deck') – The pile of face-down cards you draw cards from.

Duel – Some cards create a Duel between two Crew cards. The duel is resolved like a Boarding Attack, but any Hits left over after the loser sinks are reduced to zero.

Experienced Crew – As time passes, some Crew gain experience and power sailing the Théan seas.

Factions – Your faction is the faction of your Captain. Crew without a faction symbol are not in your faction, nor are they from a different faction.

Fear (X) – A terrifying individual. This Crew may use and attach Fear Knacks.

'Free Move' – The best ships in Théah have the ability to tack the Ship in order to move it to an adjacent Sea before you conduct an action. You must conduct an action of some kind after using this ability.

Initiative – Turn order. Determining the order in which players will perform their actions each turn.

Knack – An Action or Attachment that can only be played on or attached to a Crew with a specific trait (e.g. – a Fear 2 Knack may only be attached to a Crew with Fear 2 or more, a Swordsman Knack may only be attached to a Swordsman Crew, etc).

Loyal – This Crew will only work for a Captain from the same faction.

Membership – A Captain may only have one Membership Attachment attached.

Move Cost – Every Ship has a Move Cost listed in the upper right of the card. This cost must be paid with Sailing points to move the Ship to an adjacent Sea. This is also the cost to start or cancel a Boarding.

No Attachments – Attachments cannot be attached to this Crew.

On Board – A card you have in play on board your Ship. Uncompleted Adventures, Sea Attachments and cards on your opponent's Ship are not 'on board' your Ship.

Skills – All Crew and Captain cards have five skills: Cannon, Sailing, Adventuring, Influence, and Swashbuckling. These skills are used to pay costs and perform actions.

Sink – Sunk cards go into the Sunk Pile. Crew may be sunk to absorb damage. Some actions sink another card in play.

Skeletal – Some of the Undead Crew of the Black Freighter. Skeletal Crew may not be tacked to absorb Hits, but when they sink from play, they are placed in your discard pile.

Sorcerer – A Crew with the Fate, Glamour, Laerdom, Nacht, Porté, Pyeryem, or Scry traits. May attach Sorcery Knacks with the same trait.

Sorcery Knack – A Knack with the Fate, Glamour, Laerdom, Nacht, Porté, Pyeryem, or Scry traits. A sorcerer must have at least the same rank as any Sorcery Knack he is attaching. Thus a Fate 2 Knack may only be attached to a Sorcerer with the trait Fate 2 or more.

Swordsman +(X) – A superior duelist. This Crew does extra Hits during Boarding Attacks equal to X. This Crew may use Swordsman Knacks. This Crew may attach a number of Swordsman Knacks equal to their bonus.

Sunk Pile – All sunk cards are placed in the sunk pile. Cards in the sunk pile are not shuffled when the deck is depleted. Only special actions may remove a card from the sunk pile.

Tack – The act of rotating a card 90o to indicate that it has performed an action this turn.

This Sea – The Sea your Ship is currently in.

Topman – A Crew proficient in Sailing.

Trait – See Ability

Turn – Each time all the phases of the sequence of play are completed. A turn starts with determining player order and ends with untacking your cards.

Unique – If a card has the trait "Unique", then there is only one of that person or item in Théah. You cannot put a unique card into play if you already have a copy of that card in play.

Untack – The act of rotating a card back to its normal position. Cards may occasionally become untacked during the turn due to a special card effect.

Wealth – The total value of Crew a Captain may start the game with.

Yours – Any card which started the game in your deck, or as part of your starting cards in play.

Most Recently Printed Rule

The most recently printed version of a card overrules all previous versions, which are considered to read identically to the current version. It is the player's responsibility to provide the current text, in regards to the cards he is playing, for his opponent. This rulesheet overrules all previous rulebooks and rulesheets. See www.7thSea.com for current text.

Credits

Lead Developer . . . . Erik-Jason Yaple
Story & Flavor Text . . . . . . Rob Vaux and the Story Team
Art Direction . . . . jim pinto
Visual & Graphic Design . . . . Mark Jelfo
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Typesetting/Layout . . . . Charlie Cantrell
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World Creation . . . . Jennifer Wick, John Wick

Factions

The Black Freighter

Brotherhood

Castille

Corsairs

Crimson Rogers

Explorer's Society

Gosse's Gentlemen

Montainge

Sea Dogs

Vesten

Roberts

Secret Societies

Die Kreutzritter

Invisible College

Knights of the Rose & Cross

Los Vagos

Rilasciare

Sophia's Daughters

Nations

Avalon

Eisen

Ussura

Vodacce

Ship's Move Cost

Flags

Cannoning Skill

Sailing Skill

Adventuring Skill

Influence Skill

Swashbuckling Skill

Influence Cost

Movement Cost

Cancel Cost