

Repair

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Foreach repair card. Repair your ship by one point for each repair card as long as you are not the aggressor. A ship cannot be repaired as long as it is seen as the aggressor. A ship cannot be repaired beyond full health.

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Wealth

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Wealth cards can be used to purchase upgrade cards. Wealth cards that are unused can be held until the next hand. If held to the next hand, those cards count towards the next hand.

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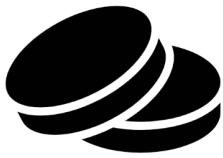
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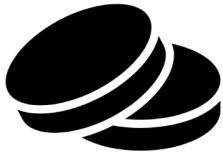
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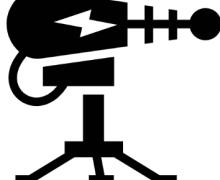
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Attack

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If a player is not the aggressor and there is a ship considered the aggressor, that player can attack that ship for how many attack cards he has. If there is no aggressor that player cannot attack. If the player is the aggressor that player deals damage to each of the other players equivalent to the number of attack cards they hold.

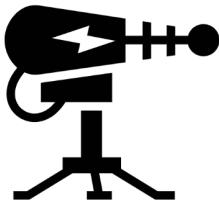
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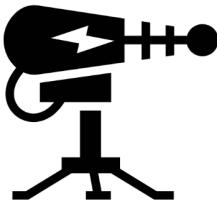
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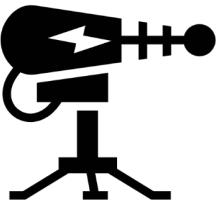
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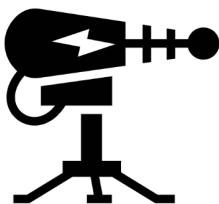
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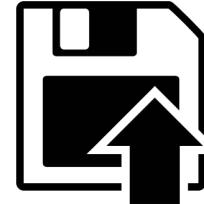
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Data

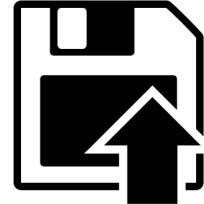
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If you have collected 3 data cards with the same point value, you score that many points. For every additional card with the same point value, you add 1 additional point to your point tracker.

Data

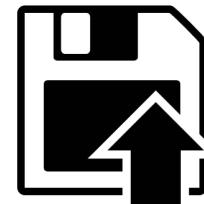
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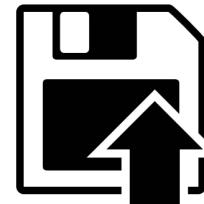
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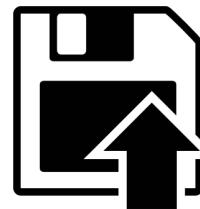
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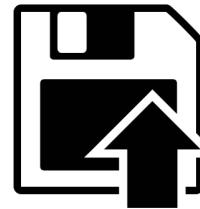
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Aggressor



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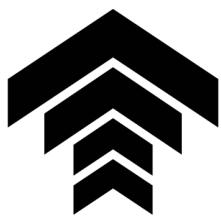
Upgrade



cost:6

Gain 2 points of data & deal 3 damage to all other players. Discard.

Upgrade



cost:5

Gain 5 points of data & take 4 hits. Discard.

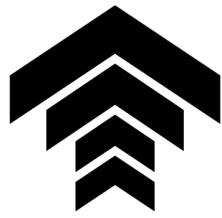
Upgrade



cost:4

1 extra card draft

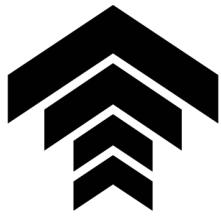
Upgrade



cost:3

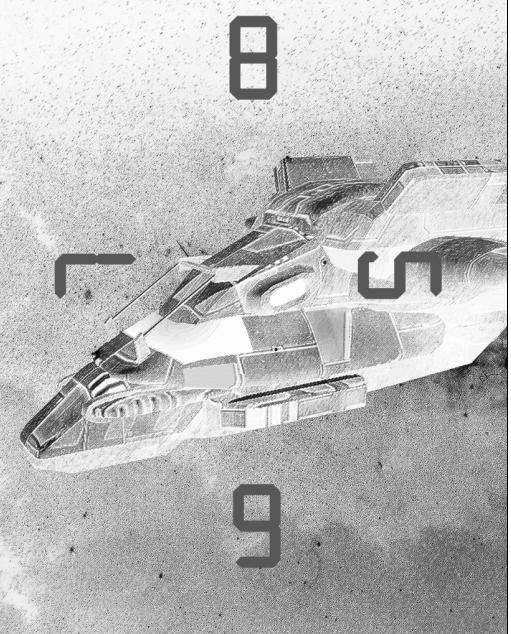
Make a player redraw a card on their turn. If they get a repair card. Discard this card.

Upgrade

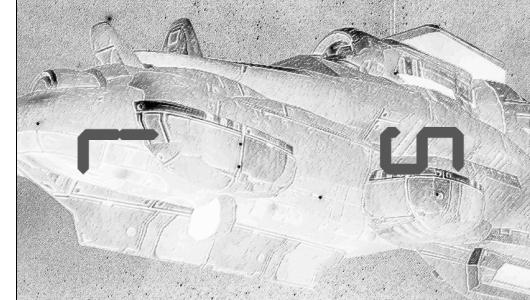


cost:2

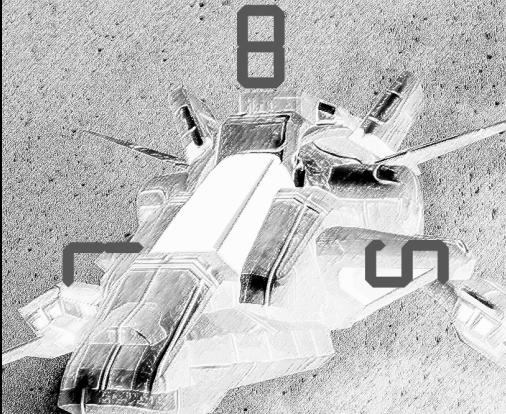
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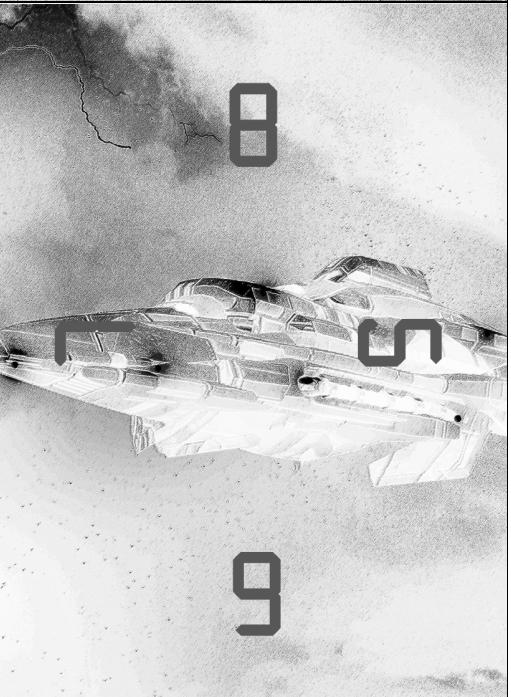
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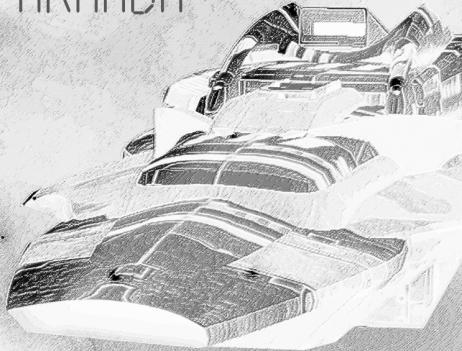


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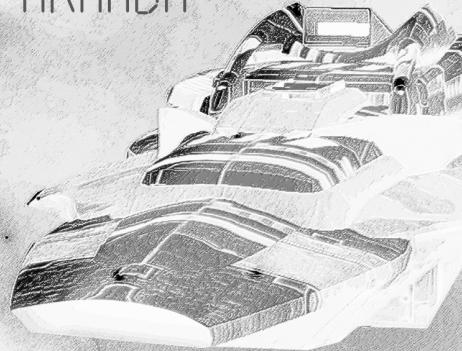


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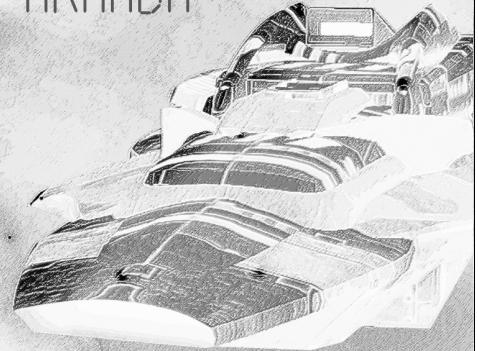
PIRATES PORT
ARMADA



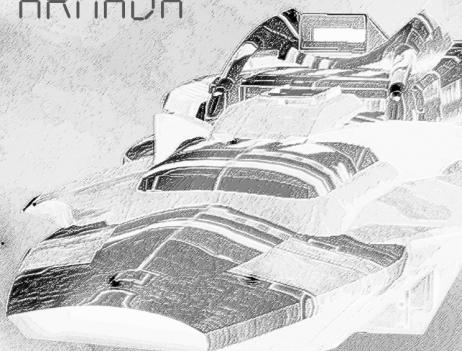
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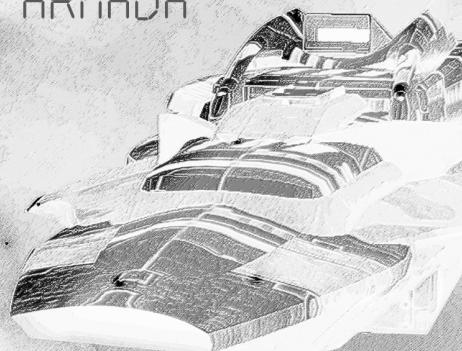
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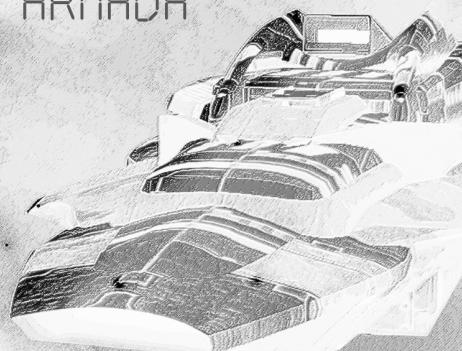
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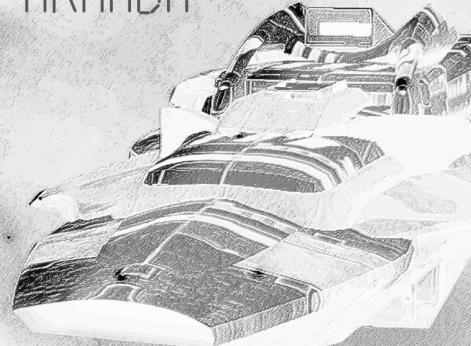
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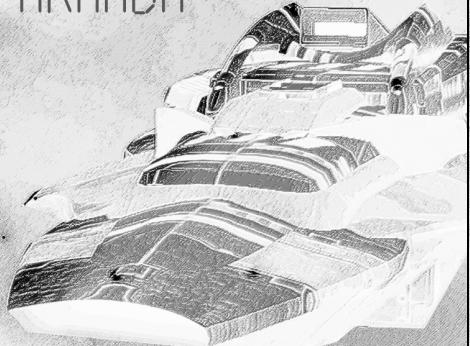
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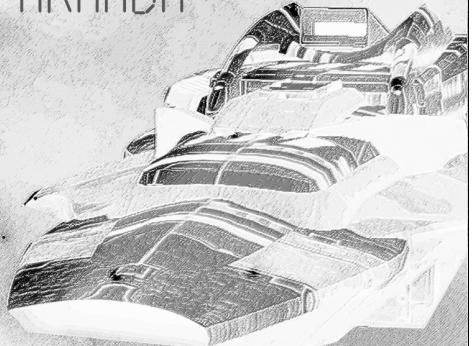
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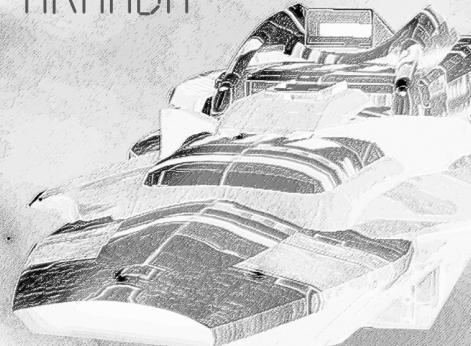
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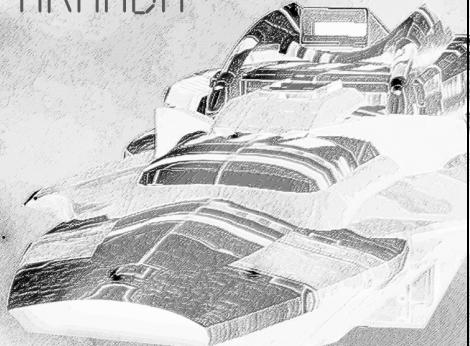
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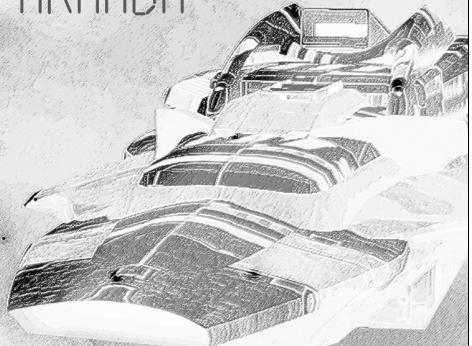
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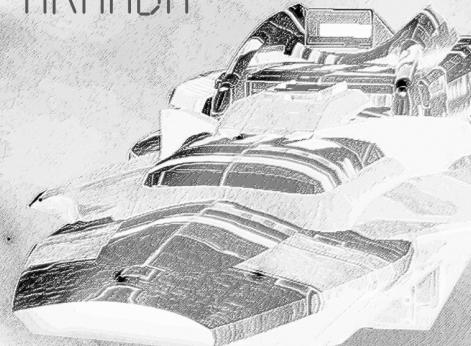
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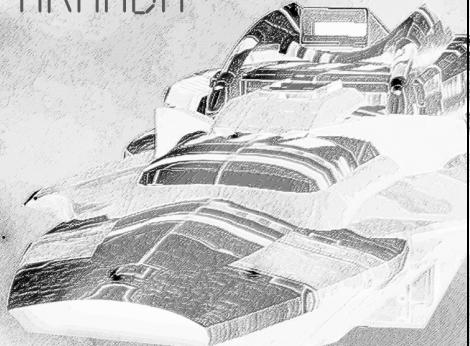
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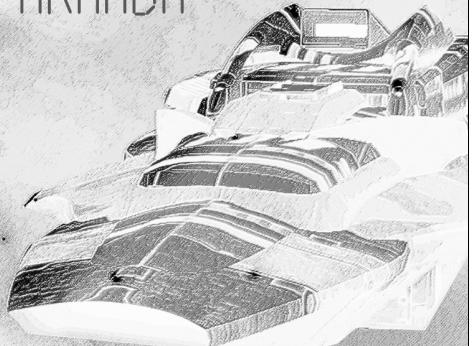
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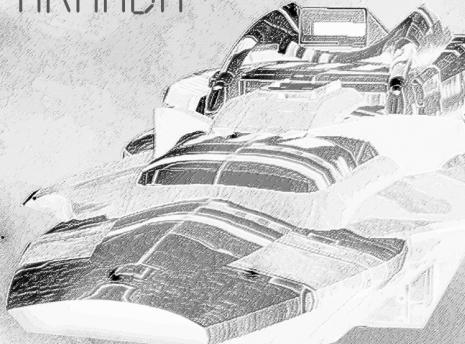
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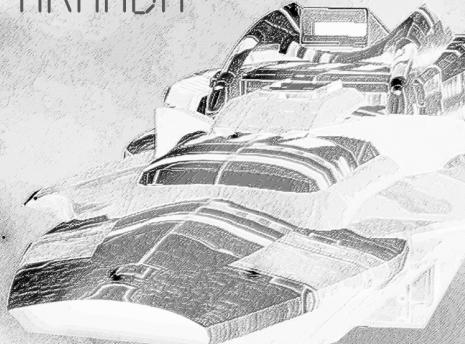
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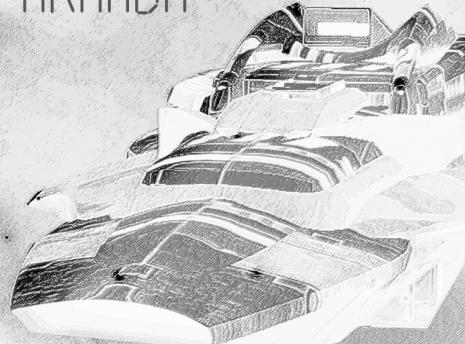
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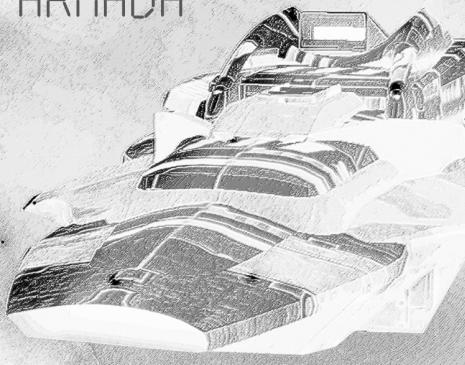


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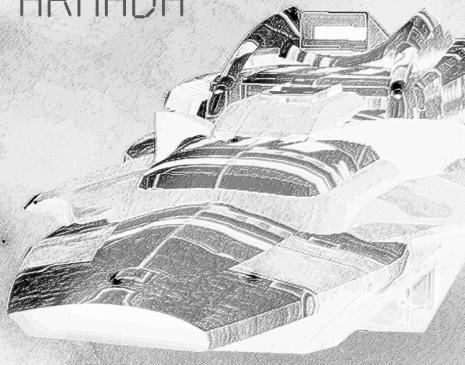
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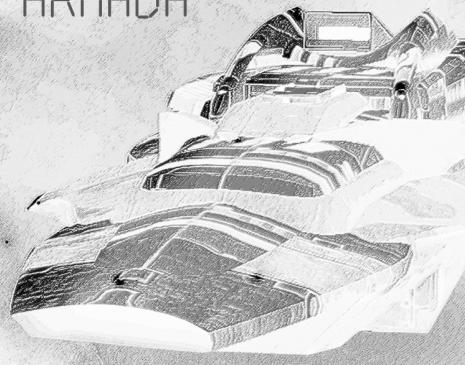
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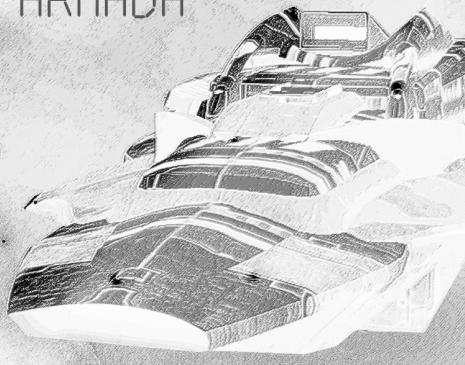
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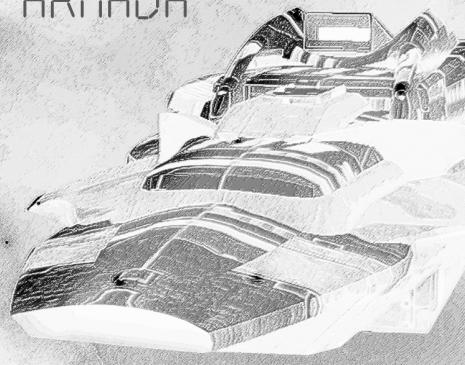
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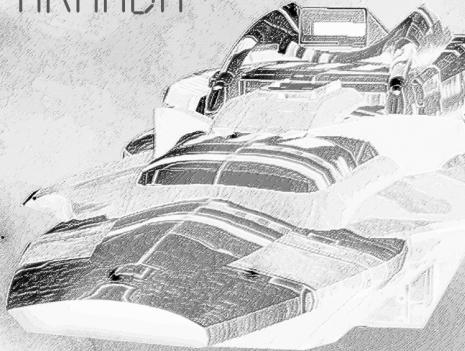
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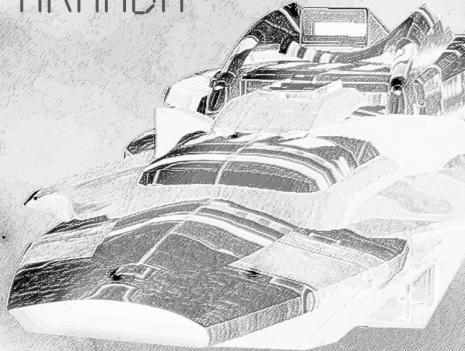
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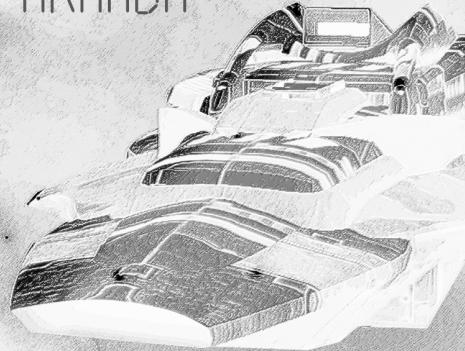
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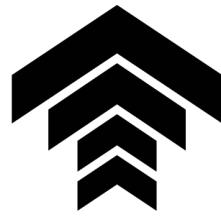
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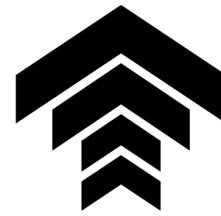
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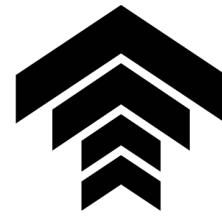
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