

Quick Reference

Build Phase Loop: choose a card · reveal it or pass · pay its cost · place it in your Crew · trigger its effects · claim Infamy. 

-  Look at a card in the Row and the top of the Infamy deck. You may swap them.
-  Once per Draft, draw an additional card and discard one before passing.
-  Announce a Battle. On your next build, the highest Victory Points draws a card.
-  Breaks ties in Battles, Infamy card claims and end-game scoring.
-  Steal a Supply card, then give one back if you have fewer than 3 Hooks.

Discard	To produce
1 card	 or 
Windfall	 or 
1 card and reveal it	A single resource this card can produce
2 cards	Any 1 resource

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