

Wizkids Pirates CSG Changes

From [original documents](#)

Spanish Main

HMS Lord Algernon: 16 points, guns of 2S-1L-1L-1L-2S

King Edward: 14 points, guns of 2S-2L-2L-2S

Lord Walpole: 1L gun in middle

Plantagenet: 2S cannons

Admiral Euston=Admiral Morgan

Lord Harrow=Sir Christopher Myngs

Baron Castlereagh=Governor Lynch

Harrow's Grenadiers=Myngs' Marauders

Castlereagh's Steward=Lynch's Noose (3 points, and +1 to boards when defending)

The Alchemist=Carbon Charlie

The Alchemist's Apprentice=Powder Pete

The Nereid=Sea Nymph

The Triggerfish=Greyhound

The Gallowsman=Muerta de la Corona

The Jaeger-Gull=Batavian Bat

The Batavian Bat (original)=Freedom

The Picaroon=Silverback (not a surprise)

The Lowbell=Treachery

The Brisance=El Chico

The Doppelganger=Royal Fortune

El Fantasma-1 point, "This ship cannot be hit by fort cannons."

The Ghost Crew had HI raiding (instead of El Fantasma)

Buckland Jack-1 point, "When this ship is pinned, you may kill a crewman on the ship that pinned you." Seems to be original version of Captain Jack Hawkins

Jenny Castle=Genny Gallows + Jenny's Red Gunners=Genny's Red Rampage

Placo del Rio/Placo's Parrot=David "Bones" Wiley/Lucky the Parrot

Jack's Monkey=Skyme the Monkey

Josiah/Jacob Lancer=Fidel/Gaspar Zuan

El Garante-15 points

El Tiron-14 point Joya del Sol (may have originally been a 5 master)

La Haitiano=Cazador del Pirata

La Furia became El Tirador, Furia was originally La Luz de la Luna for 11 points instead of 12

El Tigre=Pescados de Plata

La Repulsa was 8 points instead of 14

Roderigo the Moor=Capitan Alarico Castro (Roderigo's Loyalists-3 points for +1 to boardings)

Savastian Bárba=4 point version of Master Gunner Rogelio Vazquez

Bárba's Armorer=Joaquin Vega
Luys de Alva-5(!) points for +1 to cannons against English
Diego del Nero=Almirante Devante del Nero
Pablo el Pagano=Nemesio Diaz
Pablo's Hougan=Fernando Sanchez
Marcio Ruiz=Gonzalo Mora
Scurvy=Plague

Revolution

Black Swan-6 cargo for 14 points
Golden Medusa-5 cargo, guns of 2L-2L-2L-2S
Pride-4 cargo, 14 points
Hades' Flame-2 cargo, 12 points
Lightning-"English crew may use their abilities on this ship." (not Schooner)

HMS Dreadnought-4 cargo
HMS Serapis-4 cargo
HMS Algiers-4 cargo
HMS Lord Cauldwell-5 cargo (instead of 2! Better than Lord Kenyon)
HMS Apollo-4 cargo
HMS Frolic-3 cargo
HMS Greyhound-3 cargo
Woodes Rogers-4 points

L'Isabela=La Santa Isabel

Le Lyon and La Vengeance had names flipped
La Republique-8 points, S+L speed, 4 cargo (ship released in Barbary Coast)
La Baionnaise and Belle Etoile had names flipped
La Favorite=Le Favori for 12 points, 3 cargo (clone of original HMS Frolic)
OLR text: "This crew is linked to any single French crew. You may switch the linked crew at any time."

Bonhomme Richard-S+L speed
United States-17 points, 6 cargo
Yankee=Freedom, but for 14 points and +1 to cannons w/captain instead of against Pirates
Carolina-12 points, S+S+S speed, 7 cargo, cannons=5S-5S-5S, abilities: "Schooner. After looking at treasure on a wild island, you may trade one treasure from this island for a random one on any other island. This ability includes unique treasure. Traded treasure must be loaded on this ship."
Boston-bow cannon 4S instead of 3S
Providence=Julius Caesar
Essex=Delaware (from Barbary Coast)

Flying Fish-guns of 2L-2S
Wasp-4 cargo
Lynx-4 cargo

Barbary Coast

Nubian Prince-14 points
Janissaries' Blood: "When this ship rams another eliminate one crew from that ship." (this seems to have replaced the Reverse Captain ability for this set)
Persian Victory-14 points, "When this ship rams another eliminate one crew from that ship."
Winds of Vengeance-7 points, S+S+S speed, 5 cargo
Wicked Kareen-11 points
Algiers-12 points
Splendor-11 points
Tiger's Eye-13 points
Bey's Revenge: When this ship rams another eliminate one crew from that ship.
Scorpion-10 points
Desert Wind-12 points
Pasha's Delight-10 points, 3 cargo
Dervish-12 points, 5 cargo, S+S+S speed, HI raiding instead of negative ability
Nimcha-11 points, 3L cannon, When this ship rams another eliminate one crew from that ship.

HMS Antelope-7 points, S+S+S speed, 5 cargo, guns of 4S-4S
St. George-3 cargo

El Mambo=El Paso

Saint Alonso de Orozco: When this ship rams another eliminate one crew from that ship.

Le Loup-Garou: 10 points, "This ship gets +1 to her cannon and boarding rolls against Barbary Pirate ships." (no Ghost Ship)

Intrepid=President, Washington=Intrepid

South China Seas

4 masted junks. Same abilities, faster speeds for $\frac{1}{2}$, lower point costs (12-15)
Also in different versions of set: various swapped names/abilities, difficult to determine due to lack of names (French 1, French 2, etc) and general inconsistencies (see files for details)
Le Pluton-14 points
USS New Orleans-10 points, +1 to boarding instead of derelict capture/Commodore Temple
HMS Lord Kettering-16 points, S-Board instead of +1 against Jade Rebellion ships
HMS Malton-12 points, +1 against Jade Rebellion ships instead of S-Board
HMS Gallant-9 points, 4 cargo, guns of 3S-3L-3S

"Hook - Boarding 2 (SCS)" (last version in files)

Wind of Virtue=Virtuous Wind

Sea Dragon=Sea Serpent

Mao Xu=Sensei Xu

Cheshire/Prince of Chichester/Hibernia all switched around with names/etc.

Santi Spiritus=Santa Ana

Spanish ships all mixed up, Bahama is arguably "new" (12 points, 2 masts, 2 cargo, S+S+S speed, 3S-3S cannons, cannons can't be eliminated unless sunk)

Pataje=San Agustin

Enrique de Manila=Horacio Linares

Father Felino=Padre Francisco

Corsica=Mont Blanc, Mont Blanc=La Corse

Arii Auraa: "This crew takes up no cargo space when revealed. When revealed, put a crew with point cost 2 or less from outside of the game onto this ship."

USS Hudson-11 points

USS Montezuma-12 points, cannons can't be eliminated unless sunk

USS Delaware=USS James Madison

Hidden Cove: "Reveal this event at the beginning of one of your turns and dock one of your ships at the nearest wild island either that you have explored or has no treasure on it." (Woelf's preferred version)

False Treasure-7 points

"Remove Volcano God from the game." (instead of just "Volcano", for the UT)

Albatross: "Subtract 1 for all rolls made by this ship. Albatross cannot be unloaded." (doesn't move around)

Pension: "Load this treasure face down. Reveal when docked at your home island. You may sell each crew aboard this ship for 1 gold."

El Phantasma: "This ship may move and shoot using the same move action. Once per turn, you may eliminate one of this ship's crew to give her an extra action." (same as Ocean's Edge version)

Davy Jones' Curse

Blood Sacrifice=Flying Dutchman

Flavor text: "The Blood Sacrifice's mysterious captain believes that he needs to spill innocent blood into the ocean to summon Gog-Clocthoth. He attacks any ship on sight, intent on one day harnessing the demonic creature."

025 Davy Jones replaced by "Screaming" Mimi

SR crew is El Fantasma-same as actual version of Davy Jones (11 points for Limit and Copier ability)

Flavor text: "Rewarding him for the souls he has sent to the depths, the demon gods of the seas have granted El Fantasma power reserved only for themselves. What they don't know is that Fantasma hasn't decided whether to continue serving them or to turn against them."

Mist Walker-11 points

Jack Hawkins-Captain + S-Board (no Reverse Captain)

“Jerky” Johnson-same as Ocean’s Edge version of CPO Charles Richard (This ship may move and shoot using the same move action. This ship gets +1 to her boarding rolls. She gets +2 instead if her opponent is a sea monster.)

Other sets

HMS Botany Bay with 4K gun at stern
USS Mercury - 14 points, Slipstream - 10

Skuld Blood-Axe: 1 point, On the turn this ship is pinned, eliminate one crew from the enemy ship.

Urd-15 points (listed with five 3S cannons but as 3 masted Icebreaker)

Verdani-17 points

Captain Teague=Damsel in Distress

Savage Shores/Return to Savage Shores

Intermediaro-18 points, 4 cargo

Namazu-14 points

Hoists-more expensive, $\frac{3}{4}$ 20 points in one SS doc

Ebat-12 points, S-immunity

Rook’s Folly-11 points, This ship gains the Eternal keyword as long as she has a crew with the captain keyword or captain in its name. (switched to Black Coral)

GWL-Sea monster L booster instead of Mycron ability

Master Bianco-6 points (not 7)

He’e-0 cargo

Buscador-16 points

Celestine-4 cargo

Wraith-5 points

Black Coral-20 points, Two hits from the same shoot action are required to eliminate one of this ship’s masts. (still with Secret Hold)

Metal Dragon-14 points, Enemy ships can’t take treasure from or trade treasure with this ship.

Mongrel-12 points

Cuerno de Cabra: 5 points, 1 cargo, unknown cannons (same ability, cannons ended up 2L-2L) (later was 8 points instead of 11 as seen in RtSS)

HMS Silent Swan-9 points

La Canela (Cinnamon... like El Dorado, a fabled valley of rare spices) - 8 points, 2 masts, 3L-3S cannons, no Schooner keyword, still 3 cargo with S-Explorer ability

HMS Goodfellow-11 points

Godiva and Master CPO Charles Richard-no abilities assigned

Navigators-3 points

Shipwrights-1 point (American at 2, likely just typos, but listed at 1 point in RtSS spreadsheet as well)

Cargo Masters-3 points (America+Spain)

Maui's Fishhook-17 points, no Secret Hold, guns of 3S-2S-2S-3S (4 cannons instead of 3 may be typo)

(Wraith's Relic)=Manawa no Kowhatu (When revealed, choose a crew on this ship; if this treasure is removed, taken, transferred, or unloaded from this ship, eliminate that crew. This ship gains the Eternal and Fear keywords.) (different ability text)

Second version of LE pdf has the Spanish native canoes at 7 points and the Chieftain at 4 points (instead of 11 overall, cost seemed to somehow be split between the two)

English Cargo Master listed with no ability at 0 points

Shap'ng Tsai-5 points

Name of "final" spreadsheet:

P14 Return Savage Shores_to art 072408.xls