

White Whale

Hast ye seen the White Whale?

Special Tile

Worth 4 points.
Add the white whale directly to your returned whales.
The ship immediately returns to shore, losing

Ambergris

Worth a gold guinea an ounce to any druggist

Special Tile

Earn \$8 when this ship returns.

Uncharted Desert Isle

The ship set down on the shore of this

When Selected

Collect 3 wood, and 3 food.

Beached Whale

Wgakes if a nibstriys size are oftentimes cast up dead upon that shore

When Selected

Take one or two right whales from the ocean bag, pay for it, and add it to your returned whales.

The Coffin

A life-bow of a coffin! Does it go further?

At the end of the game

Take 1 turn after round 12, but before all ships return

Windfall

A pot of money

When Selected

Take from \$4 to \$8. Each other player takes \$4 less than you

Time for Scrimshaw

Taking time to carve in hours of ocean leisure

When Selected

Take \$3 for each empty sea token currently available

News from Town

An outgoing ship brought letters and papers

When Selected

You may build one action building at its normal cost

Nantucket Sleigh Ride

We were drug along behind the whale

When Selected

Move this ship out to the 6 space. Add a Bowhead whale to it. Until it returns, all other ships may select a whale before it

Calm Seas

No event of consequence occurred

Once, at any time

Negate the effects of one Ship's Log that affects you

Gulf Stream

A current like a river in the middle of the sea

When Selected

Move both of your ships two spaces out, into first place.

Ship in a Bottle

A perfect copy to the tiniest detail

When Selected

Place an unused ship on this card. It can no longer be used, but earns 2 points.

Trade Winds

The tranced ship indolently rolls, the drowsy trade winds blow

When Selected

Move this ship out 3 spaces. You may also sell any amount of food or wood

Corpusants

All the yardarms were tipped with a pallid fire

At the end of the game

Worth 1 point for each Sperm whale you have returned

Whale Pod

More whales than we could count surrounded us

When Selected

Draw tokens until you draw a right, bowhead, or sperm whale. Add it to your ship, return the other tokens to the ocean bag.

Gam

A meeting of Ships

When Selected

Move one of your ships to the location of the other one

Under Weigh

We gave three heavy-hearted cheers, and blindly plunged like fate into the lone Atlantic

When Selected

Perform a Prepare and/or Launch action. Pay the normal wood and food costs

Message in a Bottle

From some castaway on an island lost at sea, ready to fall into despair

At the end of the game

Earn 1 point for each 2 pages in your Ship's Log

Providence

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Blue Whale

Special Tile

Worth 6 points,
costs \$12 to return.
This ship can select
no more whales.

Setup: Remove
2 right and 2
2 bowhead whales

Castaways

Special Tile

Take 1 extra turn
when this ship
returns

Man Overboard

*A man fell from the rigging
and the crew leapt to his aid*

When selected

Place a worker on a
ship. It cannot be used
next round.

Worth 1 point in
your Ship's Log

The Mast-Head

*Whales are scarce as hen's
teeth whenever thou art
up here*

Once, during the
whaling phase

Return all drawn
Right whale tokens to
the ocean bag.

Worth 1 point in
your Ship's Log

Rotten Decking

Call for the deck-builder

When selected

Each other player
must give you 2 wood
if possible

Reshuffle the
Providence and
Omens decks.

Rats

*The oak-panelled walls
were alive with rats*

Once during the
whaling phase

Each other player
must, if possible, pay
1 food or give up
a right whale token
from one ship.

Refinery Fire

*A great fire broke out and
burned half the town
before it was stopped*

Once at the start
of the round

Choose one action
building owned by
each player. Flip the
building over for one
round. It cannot be
used while flipped.

The Dice of Fate

*They are Angry dice, that
bear hatred towards me*

Once at the start
of the round

Town actions give
no bonus in the
next round

Worth 1 point in
your Ship's Log

Stove Boat

*"A dead whale or
a Stove Boat"*

Once during the
whaling phase

Other players must
pay you 1 wood for
each ship they add a
whale to

The Sermon

*"And God had prepared
a great fish to
swallow up Jonah"*

When the Seamen's
Bethel is built, or
when selected, if built

Each other player
pays \$1 to the supply.
The owner of the
Seamen's Bethel
takes \$5

Burned Oil

*Black smoke started to rise
from the try pots*

When selected

Each player must
remove one right
or bowhead whale
currently on a ship
from the game

Sharks

*Thousands of sharks,
swarming round the
dead Leviathan*

Once, after drawing
whale tokens

Draw one extra token,
then remove the most
valuable whale
token drawn
from the game

Ice Sheet

*Surrounded on all sides by
a sheet of ice, as far as the
eye can see*

Once after drawing
whale tokens

Ships on the 4, 5,
or 6 space may not
select a whale,
but remain
where they are

Reef

*We struck a reef, hidden
just below the surface of
the water*

Once during the
Movement phase

All players must
pay you 1 wood or
move one of their
ships 1 space
toward port

Sea Ice

*We made our way North,
with sightings of ice
becoming more regular*

Once after drawing
whale tokens

No player may
select a bowhead
whale this round

Typhoon

*Let the Typhoon Sing,
and strike his harp here
in our rigging*

When selected

All other players
move one ship
in one space

Broken Mast

*We slowly made our way
to the nearest port for repairs*

When Selected

Pay 5 wood or return
one of your ships
to port.

Worth 1 point in
your Ship's Log

Wreck of the Essex

*A tragedy in the
Heart of the Sea*

Once during the
Movement phase

Each other ship must
pay 1 food, or move
1 space closer to port.

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