



<sup>4</sup> OAK & IRON  
SAILOR'S DEVIL

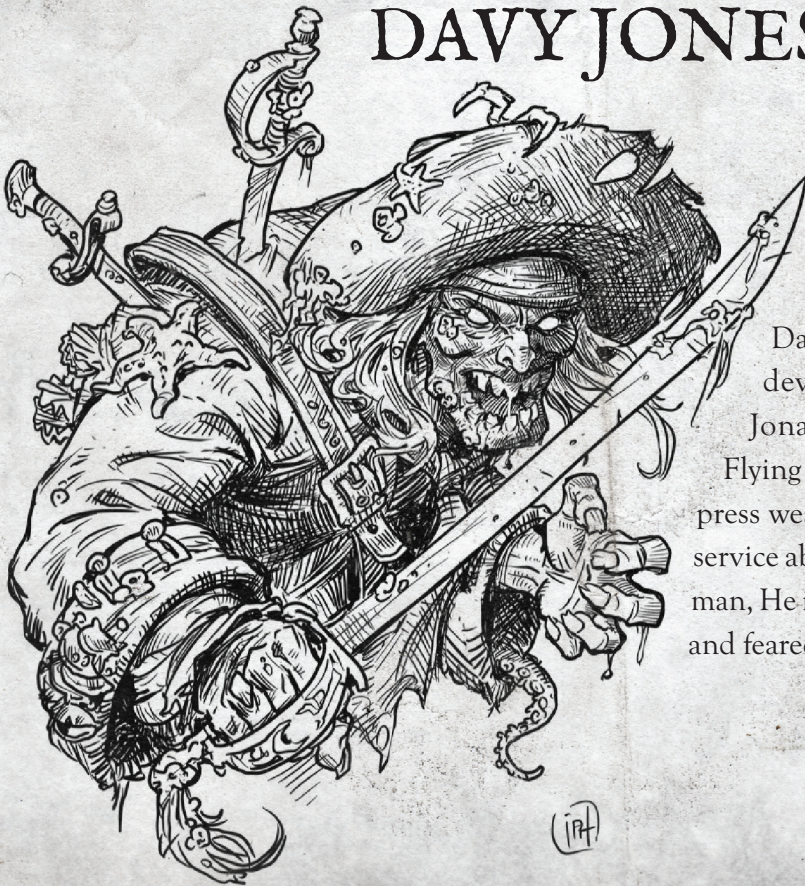
*by Firelock Games*



# THE FLYING DUTCHMAN

The most famous of many legends of ghost ships, the Flying Dutchman (Dutch: De Vliegende Hollander) is said to never be able to make port, but doomed to sail forever. Legend has it that if hailed by another ship, the crew of the Flying Dutchman might try to send messages to land, or to people long dead. The ship is said to glow with a ghostly light. The sight of this phantom ship is a sure sign of impending peril. The Flying Dutchman sails under no colors, but its captain, the infamous Davy Jones, has been known to occasionally ally himself with various powers for reasons unknown. Though some say the reason for this is that a chest containing his beating heart was stolen from him and occasionally finds itself into the hands of different sea commanders, which they use to have Jones do their bidding.

## DAVY JONES



Davy Jones, the sailors' devil, or the "ghost of Jonah". Is captain of the Flying Dutchman. Known to press weary sailors into eternal service aboard the Flying Dutchman, He is the scourge of the seas and feared by all sailors.

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# FLYING DUTCHMAN



**FAST:** This ship may increase its Speed value by 1 when Sailing Large.

**GHOST SHIP:** This ship ignores all terrain except islands and land masses. If it sails through any of these, it is removed from the game. If an event card is played, it may be returned to the game from any table edge. All ranged attacks made against this ship are treated as if this ship is within a Fog Bank.

**LETTERS FROM THE DEAD:** A an opposing ship that begins its activation within Musket Shot of this ship gains a point of Fatigue.

The Heart A player must include "The Heart" upgrade on their Flagship in order to add this ship to their Squadron, and this ship must include the Davy Jones captain card.

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# FLYING DUTCHMAN (FLUYT)

The most famous of many legends of ghost ships, the Flying Dutchman (Dutch: De Vliegende Hollander) is said to never be able to make port, but doomed to sail forever. Legend has it that if hailed by another ship, the crew of the Flying Dutchman might try to send messages to land, or to people long dead. The ship is said to glow with a ghostly light. The sight of this phantom ship is a sure sign of impending peril. The Flying Dutchman sails under no colors, but its captain, the infamous Davy Jones, has been known to occasionally ally himself with various powers for reasons unknown. Though some say the reason for this is that a chest containing his beating heart was stolen from him and occasionally finds itself into the hands of different sea commanders, which they use to have Jones do their bidding.



## *The Dutchman Appears*

The flying Dutchman with the Davy Jones Captain card is added to the game. The player that loses initiative this turn places the Flying Dutchman on any table edge. The player that wins initiative each turn will control the Dutchman that turn.





## *Captain Davy Jones*

**CURSED** This captain must be added to the Flying Dutchman ship and only that ship.

**BRILLIANT** Increase this ship's Skill rating by 1 (to a maximum of 3).



## *The Heart*

The player who's Flagship is in possession of this card controls the Flying Dutchman. If this card is lost, or the ship it is aboard strikes, and the Flying Dutchman is on the table, The player who wins initiative will control the Dutchman for that turn.

