



## Crew Abilities

**Ammand the Corsair** When this ship hits another ship, you choose which mast is eliminated. *2 points.*

**Anamaria** Crew of any nationality can use their abilities on this ship. *3 points.*



**“Bootstrap Bill” Turner** This ship gets +S to her base move. *2 points.*

**Capitaine Chevalle** When this ship hits an enemy ship, you can also eliminate one cargo from that ship. *4 points.*

**Captain Villanueva** This ship can dock at an enemy home island and load one treasure. If able, she must leave on your next turn. *4 points.*

**Cotton** This ship gets +S to her base move. *2 points.*

**Gentleman Jocard** This ship gets +1 cargo spaces. This crew takes up no cargo space. *3 points.*

**Governor Weatherby Swann** When touching a Pirate ship, this ship can load as much of that ship’s treasure as she can carry. *2 points.*

**Jimmy Legs** Once per turn, you can eliminate one of this ship’s crew to give her an extra action. *3 points.*

**Joshamee Gibbs** Place this crew face up during setup. Reduce the cost of all other crew placed on this ship by 1. *2 points.*

**Maccus** This ship can move and shoot using the same move action. *3 points.*

**Marty** Once per turn, one of this ship’s cannons can shoot again if it misses. *2 points.*

**Mercer** Once per turn, you can eliminate one of this ship’s crew to give her an extra action. *3 points.*

**Mistress Ching** This ship can unload cargo at your home island if she’s within S of it. *4 points.*

**Mullroy** Once per turn, you can reroll any die roll you make for this ship; you must use the second die roll result. *3 points.*



**Murtog** This ship gains one cannon that can’t have its range or cannon roll increased. It can shoot from any mast (even an eliminated mast). *3 points.*

**Norrington** This ship gains one cannon that can’t have its range or cannon roll increased. It can shoot from any mast (even an eliminated mast). *3 points.*

**Palafico** This ship gets +1 to her boarding rolls. *4 points.*

**Sri Sumbhaje** Once per turn, if this ship carries treasure and is within S of an enemy ship, you can randomly trade one treasure with that ship. *4 points.*



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**Cannoneer** Once per turn, one of this ship’s cannons may shoot again if it misses. *2 points.*

**Captain** This ship may move and shoot using the same move action. *3 points.*

**Chainshot Specialist** Once per turn when this ship is given a shoot action, one of her cannons may shoot a chainshot at a target within S of her. You must declare which cannon will shoot the chainshot before rolling the d6. If the chainshot hits, do not eliminate a mast; instead, the target cannot move on her next turn. *2 points.*

**Explorer** This ship may dock and explore a wild island using the same move action. *1 point.*

**Firepot Specialist** Once per turn when this ship is given a shoot action, one of her cannons may shoot a firepot at a target within S of her. Declare which cannon will shoot the firepot before rolling the d6. If it hits, the target’s controller replaces one of her masts with a fire mast. “If a ship has a fire mast, before she is given an action roll a d6 for each fire mast on her. On a result of 5 or 6, remove the fire mast; on a 1 or 2, replace another of her masts with a fire mast. When a ship has only fire masts, she must be scuttled on her next turn. When a ship docks at her home island or a fort, remove all of her fire masts as a free action. *2 points.*

**Helmsman** This ship gets +S to her base move. *2 points.*

**Musketeer** This ship gains one cannon that may not have its range or cannon roll increased. It can shoot from any mast (even an eliminated mast). *3 points.*

**Navigator** When this ship is given a move action, instead of moving her you may roll a d6. On a result of 3-6, put a trade current within S of any friendly ship. *2 points.*

**Oarsman** If derelict, this ship gains a base move of S. This crew takes up no cargo space. *1 point.*

**Shipwright** This ship may repair at sea or at any island. *2 points.*

**Smokepot Specialist** Once per turn when this ship is given a shoot action, you may declare that one of her cannons is shooting a smokepot instead of a cannon; you do not need to target a ship. Simply place the center of a fog bank within S of this ship; it may not touch an island or any ship docked at an island. Remove the fog bank at the beginning of your next turn. *3 points.*

**Stinkpot Specialist** Once per turn when this ship is given a shoot action, one of her cannons may shoot a stinkpot at a target within S of her. You must declare which cannon will shoot the stinkpot before rolling the d6. If the stinkpot hits, do not eliminate a mast; instead, the target’s crew cannot use their abilities on the target’s next turn. *2 points.*



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