



Draw your Jolly Roger

Ship Name

Ship Type

HP

DMG

Speed

Pieces of Eight

Morale



Ace Up Your Sleeve

- Quartermaster.* Roll 3d6 for morale checks and keep the lowest two.
- Sorcerer.* +1 max speed and fog banks have no effect.
- Master Gunner.* Advantage on attacks (roll twice, keep higher)
- Master Carpenter.* All repairs cost -20s and can be done 1 extra time per visit.
- Spyglass.* Avoid d4 encounters (but still get their Booty).
- Compass.* d4+2 times per game you can roll for an adjacent hex before moving into it.

Upgrades & Supplies

- Barrels of Rum.* Drink to prevent 1 mutiny, 20s.
- Better Guns.* +2 damage, 200s.
- Trained Crew.* +1 to attack, 200s.
- Extra Guns.* +1 to attack, 200s.
- Finely Crafted Sails.* +1 to speed, 200s.
- Mortar.* Deal double damage, d4 uses, 200s.
- Armored Hull.* Prevent d4 damage, 400s.

Levels

- New ship: Man of War.* HP 30 DMG d10 Speed 3
- Experienced Crew.* +1 to attack rolls.
- Improved Hull.* Your ship gains +5 HP.
- Island Mansion.* Permanent +1 to crew morale.
- Legendary Crew.* d4: new *Ace Up Your Sleeve.*
- Pirate Lord.* Repairs are free at your hideout.