



# Reference Sheet

|                 |                      | S  | F | St | D | A | W | C | FA | FT | db | Special rules                     |
|-----------------|----------------------|----|---|----|---|---|---|---|----|----|----|-----------------------------------|
| Royal Navy      | 1 Royal Navy Captain | 4+ | 4 | 3  | 4 | 1 | 2 | 4 | 1  | 2  | 31 | Leader, Archetype, Starting XP: 8 |
|                 | 0-1 Midshipman       | 5+ | 2 | 3  | 3 | 1 | 1 | 2 | 0  | 1  | 10 |                                   |
|                 | 0-2 Lieutenants      | 4+ | 3 | 3  | 3 | 1 | 1 | 3 | 0  | 1  | 17 | Loyal, Appointed                  |
|                 | 0-5 Marines          | 4+ | 3 | 3  | 3 | 1 | 1 | 3 | -  | -  | 11 |                                   |
|                 | Able Seamen          | 5+ | 2 | 3  | 3 | 1 | 1 | 2 | -  | -  | 6  |                                   |
| Pirate Crews    | 1 Pirate Captain     | 4+ | 4 | 3  | 4 | 1 | 2 | 4 | 2  | 1  | 31 | Leader, Archetype, Starting XP: 8 |
|                 | 0-2 Mates            | 5+ | 3 | 3  | 3 | 1 | 1 | 3 | 1  | 0  | 12 |                                   |
|                 | 0-1 Quartermaster    | 4+ | 3 | 3  | 3 | 1 | 1 | 3 | 1  | 1  | 24 | Loyal, Paymaster                  |
|                 | 0-5 Cutthroats       | 5+ | 3 | 3  | 4 | 1 | 1 | 3 | -  | -  | 10 |                                   |
|                 | Rogue                | 5+ | 3 | 3  | 3 | 1 | 1 | 3 | -  | -  | 8  |                                   |
| Privateer Crews | 1 Privateer Captain  | 4+ | 4 | 3  | 4 | 1 | 2 | 4 | 1  | 1  | 27 | Leader, Archetype, Starting XP: 8 |
|                 | 0-1 Proctor          | 5+ | 3 | 3  | 3 | 1 | 1 | 3 | 0  | 1  | 17 | Advisor                           |
|                 | 0-1 First Mate       | 4+ | 3 | 3  | 3 | 1 | 1 | 3 | 1  | 1  | 19 |                                   |
|                 | 0-1 Cabin Boy        | 5+ | 2 | 3  | 3 | 1 | 1 | 2 | 0  | 1  | 10 |                                   |
|                 | 0-5 Mercenaries      | 4+ | 3 | 4  | 3 | 1 | 1 | 2 | -  | -  | 12 |                                   |
|                 | Mariner              | 5+ | 3 | 3  | 3 | 1 | 1 | 2 | -  | -  | 7  |                                   |

## Heroes Equipment

*Knife or dagger*..... 1 doubloons  
*Hand weapon*..... 2 doubloons  
*Sword*..... 3 doubloons  
*Pistol (3 max)*..... 6 doubloons  
*Flintlock musket*..... 12 doubloons

## Henchmen Equipment

*Knife or dagger*..... 1 doubloons  
*Hand weapon*..... 2 doubloons  
*Two-handed weapon*..... 3 doubloons  
*Spear or boarding pike*..... 3 doubloons  
*Sword*..... 3 doubloons  
*Pistol (not allowed for Marines)*..... 6 doubloons  
*Flintlock Musket (Marines, Cutthroats and Mercenaries only)* 12 doubloons  
*Grenades (Cutthroats and Mercenaries only)*..... 10 doubloons  
*Bayonet (Marines only)*..... 2 doubloons  
*Blunderbuss (Royal Navy, Cutthroats and Mercenaries only)*.. 15 doubloons

## Captain Archetypes

### Bloodthirsty

Crews that are Bloodthirsty cause enemy Crews to suffer -1 to their Courage throughout the battle.

### Gentleman

Subtract -1 from the result of Mutiny tests. Reduce the base cost of new Crew members by 2 doubloons.

### Stern

The Crew always pass their Rout tests. They add +2 to the result of all Mutiny tests.

### Courageous

Crews that are Courageous add +1 to their Courage throughout the battle.

### Lucky

Lucky Crews have two re-rolls that they may use at any time during each game.

### Bold

Crews with a Bold captain may re-roll any failed Rout tests. Add +1 to the result of all Mutiny tests.