

## BOSUN MORGAN

### Duty

To manage the daily life of the ship, from setting rotas to ensuring sailors are at their posts and know what they need to do.

### Goal

This whole situation is getting to you, you just want to go back to normal. Limit the disruption that any ideological differences might cause on the ship. The last thing you want to do is cleaning blood off the deck of this ship.

### Tips

You're the voice of reason on the Asp, but this is the story of a dramatic conflict that will have everyone acting irrationally.

Get ready to see your common sense advice ignored, but never stop trying to deal it out: You don't need to be effective at bringing order, but your attempts will be a precious part of the game.

## Prologue

*Join Scene 2:* Assembling the crew.

► Whoever's chosen for this crew, you know you're going to end up as the one corralling them into doing their jobs. You won't let them surround you with slackers or miscreants.

*Relationship:* You and I find excuses to argue over everything.

*Join Scene 4:* Blood and plunder.

► When the loot comes, you're the one who needs to make sure that there's no squabbling over it. You're not so bothered about whether things are done fairly, so much as a fight breaking out if anyone realises they've been cheated.

*Relationship:* You always have my back.

## Epilogue

*If you want to, join Scene 2:* Picking up the pieces.

► The stench of mutiny is still thick in the air. Nothing good can come of this, so try to keep both eyes wide open.

*Join Scene 4:* Fire in the hole.

► One lucky blow is enough to turn the tide of a battle. Don't let anyone forget that. Come on!

