

# CAPTAIN EVERS

## Duty

To command the ship in battle and the pursuit of prizes, with the help of your hand-picked First Mate and in line with the vote of the crew.

## Privilege

You may carry a gun at all times. You can order the Weapons Master to give a gun to anyone in the crew, at any time.

## Goal

You want your name to go down in history. Perhaps you'll be a pirate captain they tell tales of, perhaps you'll become the first admiral of the black flag. Perhaps one day you'll help the Navy and travel to England as a hero. As long as you're remembered, instead of dying like a fool.

## Speech

I know you've heard the rumour about a Spanish treasure galleon. And I know it would be a prize big enough for all of us to live like kings for the rest of our lives. What you don't know is that the galleon is heavily guarded. Two Spanish frigates set sail from Havana to join her, and with the winds as they are they will have met up by now. That is not a fight the *Asp* can win. A prize is worth nothing if we are not alive to enjoy it. So, when we catch the wind in an hour, we will be turning away from the galleon and giving chase to the French merchantman we spied. Its load of precious sugar may not be a legendary prize, but it is within our reach. Tonight we toast to victory!

## Prologue

*Lead Scene 1: Taking the Asp.*

*Choose one of these Introductions to read out.*

► *Deserters of the Navy:* It took courage, luck, and months of planning, but we rose up in mutiny as our Royal Navy frigate crossed the Atlantic and threw our cruel officers into the sea. The crew voted for me, so I took command. Now I've gathered my chief conspirators into the Captain's quarters to make plans, and finally begin our new life as pirates.

► *Scions of Piracy:* It was a hard-won battle but a glorious one, and we came away with a ship worth adding to our pirate fleet. Old Captain Hemlock let us claim it. We were barely a skeleton crew, but the majority voted me in as Captain. The sailing is hard with so few of us, but we've finally found some time to talk about our new-found freedom.

*Relationship:* You're the one who first convinced me to become a pirate.

*Join Scene 5: An encounter with the Navy.*

► You're a bundle of nerves seeing a fully armed Navy ship sail so close to the *Asp*, but you don't want to let anyone on the crew see that you're scared.

*Relationship:* You killed someone I cared about.

## Epilogue

*Lead Scene 1: The Reckoning.*

*Invite the Chief Mutineer to join the scene.*

*Read out the Introduction that reflects the outcome of the final vote.*

▀ *This is still my ship:* The crew has voted for me, so I'm taking command. Again. Now it's time to bring the ship back in order, don't you think? That French merchantman won't be waiting forever. But first, the leader of this attempt at mutiny must pay with their life. Tie their wrists and let the blasted traitor walk the plank!

*Outcome:* If the chief mutineer was an Officer, reassign their role (and their *Epilogue* scene) to someone else or claim it for yourself.

The Chief Mutineer may no longer take part in any scenes. You, on the other hand, can take part in one other scene of your choice.

Set up the *Asp deck* by adding one red card for every two players, rounded down.

▀ *Mutiny on the Asp:* And so you've stabbed me in the back. You've chosen ruin for the Asp and for yourselves. Go on, do what you must! Tie my wrists and let me walk the plank. Curse you all and curse your new Captain. You'll never get to that blasted Spanish galleon!

*Outcome:* You may no longer take part in any scenes.

Set up the *Asp deck* by adding one red card for each player.