

QUARTERMASTER PERSAD

Duty

To ensure that all aboard adhere to the Articles, which also means calling votes to take important decisions, dividing plunder, and enforcing discipline when needed.

Privilege

As an officer, you have the right to request a gun from the Weapons Master if you deem it necessary. Only the Captain's direct intervention may keep you from acquiring one.

You're tasked with keeping track of the time. At the end of the *Mutiny* phase, you must call and run the vote to decide which quarry the Asp will pursue. If the sides are equal, you have the deciding vote. You can call other votes too, but do so sparingly. No more than two or three times.

When a group of sailors stands around talking for too long, step in and send them back to their stations. The ship must stay afloat and there's no time to let the whole crew debate.

Goal

You want to know the outcome of every decision on the Asp before it goes to vote, so that you can have plenty of time to talk people around to your side if necessary. It's the only way to make sure the ship runs how you want it to.

Prologue

Lead Scene 2: Assembling the crew.

Choose one of these Introductions to read out.

► *A rowdy lot:* I didn't know the Captain when the Asp showed up in Tortuga, but I do know the measure of every sailor here. So here we are, in a bar that's so thick with grog we're only ever a few minutes away from a fire or a fist fight. Let's have a leisurely chat and I'm sure you'll agree with me that it's an absolute privilege to be able to sign on with this new pirate ship.

► *The best of the best:* I sailed into Tortuga with the Asp and soon we were all looking for new crew to fill the bunks. Any idiot can recruit hands before the mast, but I scoured this grog-fuelled port for specialists and expertise. And here we are, the finest pirates in port, having a chat about the treasures we want to seize in our time at sea.

Relationship: You always owe me money.

Join Scene 4: Blood and plunder.

► Make sure the loot is divided evenly and that the ship gets her share, all according to the Articles. Or don't: It's really up to you.

Relationship: You impressed me with your ability to fight.

Epilogue

Join Scene 5: The Fight.

► Even a bloody battle needs organisation. Find a way to make yourself useful.

Lead Scene 6: The Escape.

Read out the Introduction related to the card sitting face up beside the Asp deck. Deal one red card and one black card to all characters in the scene, yourself included.

► *Black. A glorious escape:* We've fought with pride and we leave these blood-red seas with our heads held high. Word of our deeds will spread fast... Not so fast as to get the Royal Navy breathing down our necks, let's hope.

► *Red. With our tail between our legs:* We've escaped the enemy, but at what cost? Sailors hurt, ammunition spent, sails torn... One has to wonder whether the Asp will ever be the same again. But now we should just worry about getting to a safe haven, before the Royal Navy finds us.

All characters in the scene must add one card to the Asp deck: Black if they trust the escape will go well, red if they think the crew has no hope. Do the same. Shuffle the Asp deck, draw one card, then read the related Outcome. Leave the card face up by the deck.

► *Black Outcome:* The smoke and noise of our battle make a beacon for miles. But our sails catch the wind, and soon the open sea welcomes us.

► *Red Outcome:* The smoke and noise of our battle make a beacon for miles. We've drawn too much attention and we sail right into the path of the Royal Navy.

