



SAILING MASTER SHIH

Duty

To read charts and stars, the hourglass and the eyeglass, to set the course and make sure the Helm keeps the ship sailing true. No one knows the seas and the skies and how the ship dances through them better than you do.

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.

Once over the course of the game, you can rush to the target of a gunshot and declare that they haven't been hurt: A gust of wind or a surge of a wave made the shooter lose their balance at the worst possible time. What a stroke of luck!

Goal

You want to spend the rest of your days with the Asp. This ship means everything to you and you don't want to let her go. But you don't want to sacrifice your beliefs, either, so you need to make sure your side comes out on top.

Prologue

Join Scene 3: Fitting out the Asp.

► You care deeply about the ship and want her in top shape. No compromises: Only the best is good enough for the Asp.

Relationship: You stole something very important to me.

Lead Scene 5: An encounter with the Navy.
Choose one of these Introductions to read out.

► *The better part of valour:* We've spied a frigate of the Royal Navy, armed to the teeth... And they must have seen us too. There's no possible reward for fighting, so it's time to be clever and flee as fast as we can! Sure, even a chase with all our lives at stake can seem slow over the endless stretch of the sea... And we all deal with the tension in different ways.

► *Fools rush in:* We've spied a well-armed frigate of the Royal Navy on the horizon. With the wind as it is, there's no way we could outrun them: Our only choice is to attack. That beast might be bigger than us, but that makes them slower too. We must rely on the agility of the Asp... But it'll be a while before we close the distance over the endless stretch of the sea. There's a tension in the air.

Relationship: You and I are family.

Epilogue

Lead Scene 3: The Chase.

Read out the Introduction that reflects the prize the Asp chose to pursue. Deal one red card and one black card to all characters in the scene, yourself included.

► *The French merchantman:* Take heart, sailors! I see our prey, laden with sugar and ripe for the taking! Let's catch the wind and close the distance!

► *The Spanish treasure galleon:* There's our prey... With two escort frigates, just as the Captain said! Don't lose heart. The Asp is the best ship on these seas and the wind is on our side.

All characters in the scene must add one card to the Asp deck: Black if they trust the Asp will reach its prey unharmed, red if they think the ship 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 Asp is fast, and if her crew haul together there are few ships she can't catch. And despite the choppy seas, we catch up to our prey.

► *Red Outcome:* The Asp is fast, but not fast enough. A hostile ship stands in our way. We turn from hunter to prey.

Join Scene 6: The Escape.

► Through thick and thin, you need to stay focused until the very last moment. One mistake and everything will take a turn for the worse.

