

## VANGUARD GAMBI

### Duty

Most of the time you're a regular sailor or on deck, but when the *Asp* closes with another ship you're the first across in the boarding party, cutlass and sword at the ready, to take prizes and plunder at the First Mate's order.

### Goal

They say piracy is a short life and a merry one, and you're determined to embody that to the fullest. You've been so lucky so far, but that won't stop you tempting fate until you go out in a blaze of glory.

### Tips

You're one of the best fighters in this crew, dangerous even unarmed. Don't be afraid to threaten and impose: Keep your back straight and your head high. If there's someone bigger than you, don't let yourself be cowed into backing down.

## Prologue

*Join Scene 1: Taking the Asp.*

► Winning a good fight always gets your blood pumping. Now that you have the *Asp*, you're certain there's nothing this crew can't do.

*Relationship:* You know that I always believed you, and that I'd follow you anywhere.

*Join Scene 4: Blood and plunder.*

► As usual when there's boarding to be done, you took the lead and the greatest risk. You're determined to have your heroics recognised with an appropriate reward.

*Relationship:* You never recognise my accomplishments.

## Epilogue

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

► You've had enough of this. If someone still has something to complain about, they'll have to take it up with you.

*Join Scene 5: The Fight.*

► Maybe this is your last fight. Maybe this is the day you meet the sailor who will kill you. Let them come, if they dare!

