

WEAPONS MASTER CREEK

Duty

To control access to all the guns and black powder on the ship. In other words, keep them out of the crew's hands, make sure they're safe and dry, and only dole them out when it's time for battle... In theory.

Privilege

You start the game with almost all the guns. It's up to you to decide if and when people get one, and who does. The Captain is armed and can order you what to do with the guns, and the First Mate may request that you arm up to two members of the crew. Other Officers also have a right to request a weapon for themselves.

Remember, in all cases, you're the one who actually hands out the weapons. You can disobey an order if you're willing to face the consequences. You may also ask the Captain to overrule the other Officers' requests.

Objectives

You're a magpie, drawn to the shine of plunder. You don't want to abandon your duty or beliefs, but treasure will always turn your head. After all, exorbitant wealth is a key to every door, and thus the truest form of freedom.

Prologue

Lead Scene 4: Blood and plunder.

Choose one of these Introductions to read out.

► *A first-class arsenal:* We've taken a British merchant ship with a hold full of rich cloth. But we're not here for the silk handkerchiefs: The real bounty is in the arms locker. Just crack the lock open and... What a selection! Here you've got simple, trustworthy pistols, and these ornate beauties are stamped by the best gunsmith in London. And all of them need a new owner.

► *A hoard of loot:* We've taken a British merchant ship and the loot just never ends. The hold of the Asp has never been so full! Of course this bounty should be shared out fairly amongst the crew, but us in the vanguard have risked our lives to earn it. What's the harm in pocketing a shiny trinket or a few doubloons as we finish loading up the cargo?

Relationship: You always stop me from getting what I want.

Join Scene 6: Licking wounds.

► You're high on life after that battle. Your ears are still ringing and the air still smells of gunpowder, and you love every moment of it.

Relationship: You never show me any respect.

Epilogue

Join Scene 3: The Chase.

► Preparations are underway and being so close to your prize makes your mouth water. This is an exhilarating time and you intend to enjoy it to the fullest.

Lead Scene 4: Fire in the hole.

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. Fire at will:* The enemy is in our line of fire! To the cannons, now! Fire in the hole and let's show her who's boss!

► *Red. Take cover:* Bloody hell, the escort ship is lining up to fire! Get to safety! Prepare to fire back!

All characters in the scene must add one card to the Asp deck: Black if they trust the Asp will triumph, 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 dust settles, the smoke fades in the wind. And fortune smiles upon the Asp. We are close enough to board!

► *Red Outcome:* The dust settles, the smoke fades in the wind. But fortune has turned her back on the Asp. The battle is not over yet: They're preparing to board!