

MUTINY CARD
Captain

There's a Spanish treasure galleon on your route, but you saw two Spanish frigates sailing from Havana yourself and they must've made it there by now. So you've ordered the pursuit of a fat French merchantman you sighted this morning. You just need to convince the crew you've made the right choice.

MUTINY CARD
Chief Mutineer

There's a Spanish treasure galleon ripe for the taking and the Captain's being too timid to seize it. This prize will set the whole crew up for life: It's worth the risk, and if the Captain doesn't think so then it's time for a new Captain. You just need to convince enough of the crew to go along with you.

MUTINY CARD
Staunch Loyalist

You saw the Spanish frigates sail past yourself. You trust the Captain's word and knowledge of the sea when they say that they will have joined the Spanish treasure galleon by now. You're determined to take the Captain's side, unless something big happens to convince you otherwise.

MUTINY CARD
Staunch Mutineer

The Captain is a fool and a coward to even think of shying away from a Spanish treasure galleon just waiting to be plundered. The most glorious prize of your life is worth any risk at all. You're determined to join the Mutineers, unless something big happens to convince you otherwise.

MUTINY CARD
Uncertain Loyalist

You didn't see the Spanish frigates yourself, but why would the Captain lie about something like that? Doubt their word and you might as well just decide to ignore their orders altogether. You're inclined to take the Captain's side, but you could be convinced to join the Mutineers.

MUTINY CARD
Uncertain Mutineer

A Spanish treasure galleon has more silver aboard than any pirate could dream to spend in a whole lifetime. Of course you don't want to die to get it, but no risk means no reward. You're inclined to join the Mutineers, but you could be convinced to take the Captain's side.

MUTINY CARD
Undecided

You haven't made up your mind who you believe, or which side you fall on. You'll listen to both arguments and you're willing to be persuaded by either the Loyalists or the Mutineers. More than quick persuasion, you'll be swayed by the friendships and alliances you've made over the years.

MUTINY CARD
Undecided

You haven't made up your mind who you believe, or which side you fall on. You'll listen to both arguments and you're willing to be persuaded by either the Loyalists or the Mutineers. Whichever side shows they hold your opinion in higher regard will certainly sound more convincing.

MUTINY CARD
Staunch Loyalist

You agree with the Captain: The battle awaiting any ship that attempts to take the Spanish treasure galleon and the frigates escorting it is more than the Asp and her crew can hope to survive. You're determined to take the Captain's side, unless something big happens to convince you otherwise.

MUTINY CARD
Staunch Mutineer

You saw the Spanish frigates sail past too, but you think the Captain is talking nonsense when they say that the escort will have joined the Spanish treasure galleon by now. You're determined to join the Mutineers, unless something big happens to convince you otherwise.

MUTINY CARD
Uncertain Loyalist

You trust the Captain's assessment of the situation. If they say that the Asp can't beat two Spanish frigates, then they're probably right. Aren't they? You're inclined to take the Captain's side, but you could be convinced to join the Mutineers.

MUTINY CARD
Uncertain Mutineer

The Asp has faced some pretty long odds before, and she's still sailing. Maybe you can pull a clever trick and beat the Spanish treasure galleon, with her escort frigates. You're inclined to join the Mutineers, but you could be convinced to take the Captain's side.

MUTINY CARD
Undecided

You haven't made up your mind who you believe, or which side you fall on. You'll listen to both arguments and you're willing to be persuaded by either the Loyalists or the Mutineers. You've got a score to settle with the Spanish navy, but that means you know they're not to be underestimated.

MUTINY CARD
Undecided

You haven't made up your mind who you believe, or which side you fall on. You'll listen to both arguments and you're willing to be persuaded by either the Loyalists or the Mutineers. You've got a lot of mouths to feed back in port: You need a load of money just as much as you need to stay alive.

MUTINY CARD
Staunch Loyalist

A Spanish treasure galleon sounds like a trap to you. Even if there aren't frigates waiting there to deal with pirates, anyone who's suddenly very rich after that kind of ship sinks is immediately suspect. You're determined to take the Captain's side, unless something big happens to convince you otherwise.

MUTINY CARD
Staunch Mutineer

You're not sure why the Captain would lie about the escort frigates to the Spanish treasure galleon, but you doubt they have the Asp's best interests at heart. There must be some other reason. You're determined to join the Mutineers, unless something big happens to convince you otherwise.

MUTINY CARD
Uncertain Loyalist

The Captain's right: The Asp can't take on two Spanish frigates. But there are no certainties when it comes to the sea and nobody can say whether the Spanish treasure galleon still travels without an escort or not. You're inclined to take the Captain's side, but you could be convinced to join the Mutineers.

MUTINY CARD
Uncertain Mutineer

You're tired of this life and a Spanish treasure galleon could be a sign. If there are two frigates escorting it, that complicates things... But if you take that kind of prize, you could live off the loot until you die. You're inclined to join the Mutineers, but you could be convinced to take the Captain's side.

MUTINY CARD
Undecided

You haven't made up your mind who you believe, or which side you fall on. You'll listen to both arguments and you're willing to be persuaded by either the Loyalists or the Mutineers. You signed onto the Asp for adventure and you don't want to be a coward, but you don't want to die like an idiot either.

MUTINY CARD
Undecided

You haven't made up your mind who you believe, or which side you fall on. You'll listen to both arguments and you're willing to be persuaded by either the Loyalists or the Mutineers. Your loyalty is up for sale to the highest bidder, and you fully intend to start an auction.

MUTINY CARD
Staunch Loyalist

If the Captain says the Spanish treasure galleon has frigates escorting her and the Asp can't take them, you don't want to die. The French merchantman sounds like a good choice. Beggars can't be choosers. You're determined to take the Captain's side, unless something big happens to convince you otherwise.

MUTINY CARD
Staunch Mutineer

Two frigates? The Asp has seen worse, for prizes that can't compare to a Spanish treasure galleon. You know what this crew is capable of and you're ready to take on the challenge the sea has set before you. You're determined to join the Mutineers, unless something big happens to convince you otherwise.

MUTINY CARD
Uncertain Loyalist

The Captain has always guided you with wisdom and good sense. They're not a risk-taker and you trust their word about the frigates escorting the Spanish treasure galleon. You're inclined to take the Captain's side, but you could be convinced to join the Mutineers.

MUTINY CARD
Uncertain Mutineer

The Captain is clever and capable. And really wants to live. A concern you share, of course. But a Spanish treasure galleon isn't something you see every day. On the other hand, there's the frigates escorting it... You're inclined to join the Mutineers, but you could be convinced to take the Captain's side.