

# ESPG Player Setup Sheet for \_\_\_\_\_

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(Note: This setup sheet requires muskets to be bought, but for sail-and-shoot games with no economics more complex than "steal stuff and bring it back to buy bigger ships," just assume that all pirates have muskets.)

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Players may join the game at any time. Start by visiting the Head Referee to see if you get any costuming bonuses. Then visit the Sutler and fill out this Setup Sheet to choose exactly what you get.

Each player starts with a Pirate Captain (whom you should name), a small ship (which you should also name), and a crew. You will also get a clipboard with a record sheet and movement plot for your ship, and a ruler. (Ignore the "Crew" number on your Ship Record... In a simple sail-and-shoot game, you get more crew than is shown there.)

Once you are outfitted, you can embark on your career.

Players start with their choice of:

- A Cutter, one cannon, 10 men, and 15 bonus points; or
- A Brig, 15 men, and 10 bonus points.

Each crewman comes with a pistol. Those without a hook-hand also come with a cutlass. Muskets must be bought. Fill in below to spend the bonus points.

- Points for extra pirates, at 1 point each.
- Points for muskets, at 2 muskets for 1 point.
- Points for special abilities, at 3 points per ability. Fill in what abilities you are buying. Specify which ones are going to the captain, or whether any man gets more than one ability!

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## Manning the Fleet:

Everyone has one Captain, and the men they start with. Other crew must be hired.

## Regular Crew:

You may have as many ordinary pirates as you can hire, as long as they can stand up (or sit down, or grab the rigging) on your ship. Any pirate who falls off is overboard, and must swim back or feed the sharks.

## Special Crew (Abilities):

You may buy these when you start, and add them to any pirate you own. Later, if you are lucky, you may be able to hire more special crewmen.

Special crew are never hit in combat, unless there are no ordinary seamen left. Pirates may have more than one special ability, but only one nationality. So, you can have a Completely Loyal Polish Gunner for 7 points, or even a Completely Loyal Polish Gunner who is an Old Salt and a Navigator for 13 points, but you can't have a pirate who gets both +1 to damage control **and** +2 with a cutlass, because that would make him both Scottish and French.

If you hire more special crew later, note them on this sheet.

Indicate which figures represent special crew by marking on the figure (on the back of the legs, so it can be erased easily) with a grease pencil.

Captains may be given special abilities. All Captains are already navigators and have a +1 with all weapons. Extra weapon bonuses from a nationality DO add to this – e.g., a French captain would have a +4 with a cutlass. *Zut alors, me hearties!*

\_\_\_ **Navigator:**

Can read maps, record the position of islands, and so on. Does not get lost. Captains have this ability automatically.

\_\_\_ **French Swashbuckler:**

+2 with cutlass, and –2 to any sword attack against him.

\_\_\_ **Polish Gunner:**

+1 to hit for the cannon which he serves.

\_\_\_ **German Mercenary:**

+2 with two-handed axes and halberds, and –2 to any sword or axe attack against him.

\_\_\_ **Dutch Helmsman:**

+2" to ship movement any turn he is at the helm (that is, handling the ship rather than fighting or doing anything else). This is not an initiative bonus, however.

\_\_\_ **American Rifleman:**

+2 with a musket (because if he has it, it's a rifle).

\_\_\_ **Scottish Engineer:**

Automatically succeeds, by himself, in any damage control effort (that is, he is the equivalent of a six-man damage control party).

\_\_\_ **British Mutineer:**

This pirate fled the rigid discipline of the Royal Navy. He is familiar with all the British ships that are normally found in these waters, and knows his way around the Navy bases. The referee will use him as a conduit for information at appropriate times.

— **Spanish Mutineer:**

This pirate escaped from the Spanish treasure fleet. He knows about the treasure ships and their captains. The referee will use him as a conduit for information at appropriate times.

— **Indian Archer:**

+2 with bow and arrow (treat as musket). Nobody else, except an Islander, can use bow and arrow.

— **Islander:**

This native decided to join the pirates and see the world. +1 with spear, and can use bow and arrow (treat as musket). Natives can swim like fish, at 4" per turn (other pirates can barely dog-paddle). If they fall overboard, they don't drop their weapons, and they automatically make it back to the ship. If you have an Islander, you have a chance of recovering sunken treasure, rescuing men in the water, and so on (roleplay it).

— **Completely Loyal Henchman:**

You saved this pirate's life, and he will never play you false. If you place him in charge of a prize crew, you may control that ship's actions as well as those of your own ship, wherever it goes. If you leave him in charge of an island base, the men there won't rebel or steal your goods.

— **Old Salt:**

Knows *what* the next change in wind speed and direction will be, though not *when*. It's up to the Old Salt's player to remember to ask the referee. . . .

**Expert Captain:**

This special ability applies only to the Captain, and cannot be bought. It gives +1 on initiative. The way for a Captain to be recognized as expert is to defeat a ship of at least twice his Class, or to perform some equivalent feat (this will also aid Reputation, of course). It's entirely a GM decision.