

ESPG Cargo, Crew, and Non-Combat Special Slips

To be handed out, or randomly drawn, as suits the GM's scenario.

CARGO 1 chest silver	CARGO 1 chest of gold pieces, as many as will fit	CARGO 6 barrels of tobacco	CARGO 5 barrels of gunpowder
CARGO 1 chest of mail 3 chests of hemp	CARGO 3 chests of glassware	CARGO 2 barrels of tobacco 6 barrels of salt cod	CARGO 4 large empty barrels
CARGO 1 large barrel of rum 3 large empty barrels	CARGO 10 random gold pieces	CARGO A treasure map!	CARGO A chest of pistols
CARGO A chest of cutlasses	CARGO A shrubbery!	CARGO As many shrubberies as will fit onto the ship.	CARGO Two chests of silk.
CARGO 10 barrels of rice	CARGO 20 barrels of flour.	CARGO Cannon equal to the class of the cargo ship.	CARGO Livestock. You must take the ship to get the livestock.
CARGO Timber. You must take the ship to get the timber.	CARGO 3 big barrels of rice. 20 small barrels of rice.	CARGO 1 chest of muskets. 1 chest of pistols.	CARGO 4 gold pieces in a chest
CARGO 6 barrels of salt beef 1 chest of cotton cloth	CARGO 5 chests of cotton cloth 1 chest of silk	CARGO 3 barrels of gunpowder 3 barrels of molasses	

<p style="text-align: center;">SPECIAL CHARACTER</p> <p style="text-align: center;">Navigator</p> <p>Can read maps, record the position of islands, and so on. Does not get lost. Captains have this ability automatically.</p>	<p style="text-align: center;">SPECIAL CHARACTER</p> <p style="text-align: center;">French Swashbuckler</p> <p>+2 with cutlass, and -2 to any sword attack against him.</p>
<p style="text-align: center;">SPECIAL CHARACTER</p> <p style="text-align: center;">Polish Gunner</p> <p>+1 to hit for the cannon which he serves.</p>	<p style="text-align: center;">SPECIAL CHARACTER</p> <p style="text-align: center;">German Mercenary</p> <p>+2 with two-handed axes and halberds, and -2 to any sword or axe attack against him.</p>
<p style="text-align: center;">SPECIAL CHARACTER</p> <p style="text-align: center;">Dutch Helmsman</p> <p>+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.</p>	<p style="text-align: center;">SPECIAL CHARACTER</p> <p style="text-align: center;">American Rifleman</p> <p>+2 with a musket (because if he has it, it's a rifle).</p>
<p style="text-align: center;">SPECIAL CHARACTER</p> <p style="text-align: center;">Scottish Engineer</p> <p>Automatically succeeds, by himself, in any damage control effort (that is, he is the equivalent of a six-man damage control party).</p>	<p style="text-align: center;">SPECIAL CHARACTER</p> <p style="text-align: center;">British Mutineer</p> <p>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.</p>
<p style="text-align: center;">SPECIAL CHARACTER</p> <p style="text-align: center;">Spanish Mutineer</p> <p>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.</p>	<p style="text-align: center;">SPECIAL CHARACTER</p> <p style="text-align: center;">Indian Archer</p> <p>+2 with bow and arrow (treat as musket). Nobody else, except the Islander, can use bow and arrow.</p>

<p style="text-align: center;">SPECIAL CHARACTER</p> <p style="text-align: center;">Islander</p> <p>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).</p>	<p style="text-align: center;">SPECIAL CHARACTER</p> <p style="text-align: center;">Completely Loyal Henchman</p> <p>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.</p>
<p style="text-align: center;">SPECIAL CHARACTER</p> <p style="text-align: center;">Old Salt</p> <p>Knows <i>what</i> the next change in wind speed and direction will be, though not <i>when</i>. It's up to the Old Salt's player to remember to ask the referee.</p>	

<p style="text-align: center;">NON-COMBAT SPECIAL</p> <p style="text-align: center;">Charmed Life</p> <p>Applies only to Captains. You cannot die at sea, and the only way that you can die on land is of old age, starvation and exposure, or (more likely) by hanging. The pirate law forbids pirates from hanging each other, so if you fall into the hands of foes and they discover they can't kill you, they'll probably have to maroon you or let you go. Of course, non-pirate foes are free to hang you.</p>	<p style="text-align: center;">NON-COMBAT SPECIAL</p> <p style="text-align: center;">Treasure Map</p> <p>You have a piece of a treasure map. Some maps are better than others. . . . And you always have to get at least two pieces in order to use a map.</p>
<p style="text-align: center;">NON-COMBAT SPECIAL</p> <p style="text-align: center;">Fearsome Reputation</p> <p>You start the game with a +1 Reputation!</p>	<p style="text-align: center;">NON-COMBAT SPECIAL</p> <p style="text-align: center;">Island</p> <p>You know the location of an island with food, fresh water, etc., in a useful place. You may share this with other pirates if you like, and they have a normal chance of finding it if they are in that area.</p>

<p style="text-align: center;">NON-COMBAT SPECIAL</p> <p style="text-align: center;">Magic Scroll</p> <p>You have a scroll that you have been told will work once, to "drive away toothy monsters".</p>	<p style="text-align: center;">NON-COMBAT SPECIAL</p> <p style="text-align: center;">Magic Scroll</p> <p>You have a scroll that you have been told will work once, to raise a wind or calm one.</p>
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