JAMAICAN PIRATES

FACTION RULES

Intimidation: Once per game, after rolling for initiative but before starting the Activation Phase, the player controlling this company may spend 2 Fortune Points to give all characters in this company the *Terror* Special Rule for the remainder of the current turn only.

Well Armed: Every officer Character in this company may add a single weapon at no cost.

PLAYER	INFAMY	PIECES	WINS	LOSES

STORES

OFFICERS

NAME	INF	EXP	FT	ST	RS	SPECIAL	INJURIES	DURATION
						EQUIPMENT		
OFFICER TYPE	XP							

NAME	INF	EXP	FT	ST	RS	SPECIAL	INJURIES	DURATION
						EQUIPMENT		
OFFICER TYPE	XP							

NAME	INF	EXP	FT	ST	RS	SPECIAL	INJURIES	DURATION
						EQUIPMENT		
OFFICER TYPE	XP							

CREW

CREW TYPE	INF	EXP	FT	ST	RS	SPECIAL	CREW MEMBERS	EQUIPMENT
	XP							

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	XP							