



PORT ROYAL

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: When creating a new Company, every Officer Character in this Company may add a single weapon at no cost.

PLAYER	INFAMY	PIECES	WINS	LOSES

STORES

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

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