



## Plunder of Legend

**E**very league of water around the ruined city of Port Royal is littered with broken hulls, drowned crews, and fortunes that never made it back to shore. This optional campaign supplement drags some of those secrets back to the surface. Within, you will find legendary plunder clawed from wrecks, ruins and blood-soaked myths best left forgotten. Raise anchor, sharpen your blades, and trust no one but your crew. The legends are real, the risks are deadly and the next great haul is out there, waiting to be claimed.

### Implementation

Within the Exploration Table on pg. 75 replace the both the Wealthy Home (80-85) and Plunder (37-45) results with:

**80-85 or 37-45 A Legendary Find:** Roll an additional D100 to crack the treasure trove and receive a Plunder of Legend! These items are worth 3 infamy each and must be added as equipment to a Character of choice and cannot be transferred. Each Character may only carry 1 Plunder of Legend.

### Plunder of Legend

- 1-7 Rackham's Flag:** This Character gains the **Very Inspiring** and **Very Terrifying** special rules.  
**Very Terrifying:** Characters belonging to Opposing Companies within 8" of this Character apply a +1 penalty to Resolve tests. Additionally, at the start of the game, each Opposing Character must make a Resolve test.
- 8-14 Tew's Chest:** After setup and deployment is complete, this player secretly "buries" a chest on the table at least 6" from any board edge without placing a token. (its recommended to scribe a note or a map. Ex. under the tallest palm tree). If any enemy ends its activation 4" of its location, reveal the chest. This chest counts as a Plunder Token, but does not generate Strike Points and is worth 2 Plunder Tokens during Post Game.
- 15-21 Blackbeard's Brace:** This Character gains 4 additional Pistols each game that can only be fired once.
- 22-28 Bonny's Gunpowder:** If this Character Reloads, you may pay 1 Fortune to have all friendly Characters within 4" also Reload.
- 29-35 Black Bart's Code:** Once per game, when you remove an enemy Crew Character from the table, make a Resolve test with one of your Officers. If successful, Recruit a copy of the Character as a "Swabbie" into its own Crew Group for free during the Post Game. Swabbies are always alone in their Crew Groups and do not start with xp.
- 36-42 Drake's Compass:** After setup and deployment is complete, this player may adjust the placement of 3 different Plunder Tokens: one 6", one 3" and one 1".
- 43-49 Bellamy's Black Bow:** This Character gains the Terror, Tough, and Ruthless special rules.
- 50-56 Vane's Firepot:** Single-Use Per Game, Blast (3), Explosive, Fiery  
**Fiery:** Characters do not roll Damage Tests when hit by this, but gain 2 additional fatigue instead.
- 57-63 The Buzzard's Cryptogram:** Once per game, this Character may reverse the result of all dice either they or an opponent rolled during an opposing test. For example, all misses into successes or vice versa. May not be used during the resolution of Explosives.
- 64-70 The Red Porgy:** During this Character's Activation, their first move has a range of 5", rather than 4".
- 71-77 Caesar's Blunderbuss:** Dmg: -3, Black Powder, Accurate, Concussive, Blast (1), Two-Handed
- 78-85 Hornigold's Pardon:** The Character who holds this is immediately promoted to an officer and gains the **Vast Experience** special rule as well one of choice from the English advancement rules.
- 86-92 Bonnet's Wages:** You no longer need to pay wages to Crew Groups during Post Game.
- 93-100 Morgan's Sword:** See page pg. 77