



## ORCS

Name: Ship:  
Plunder • Grudges • Brutality

LOYALTY 1 2 3 4 5 6

MORALE 1 2 3 4 5 6

### FACTION TRIGGERS

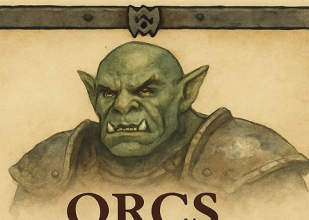
- +2 Morale Sink a crippled foe
- +1 Morale Inflict boarding casualties
- 2 Morale Retreat without plunder
- 3 Morale Spare an enemy

### MAGICAL QUIRK

"Hull drinks blood before sailing."

### GAMEPLAY EFFECTS

- At Start of Turn: Apply trigger adjustments
- Loyalty 3 or Below: Must roll Command Check for any order



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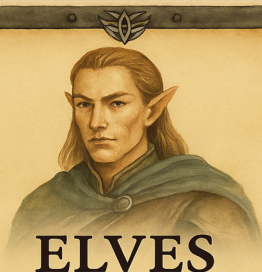
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## ELVES

Name: Ship:  
Beauty • Prophecy • Preservation

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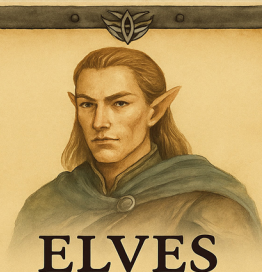
- +2 Morale Repair ally's hull
- +1 Morale Act on visions or prophecy
- 2 Morale Fire on a noncombatant
- 3 Morale Destroy sacred forests, relics

### MAGICAL QUIRK

"Only speaks in verse with mortals."

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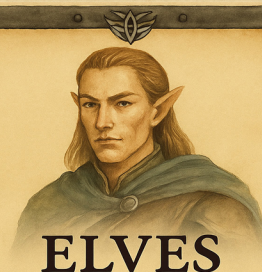
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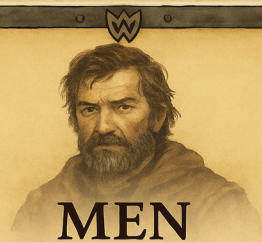
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## MEN

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Gold • Honor • Survival

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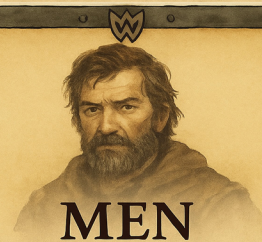
- +2 Morale Obtain gold
- +1 Morale Survive high-stakes battle
- 2 Morale Reject chance for riches
- 3 Morale Attack allied vessel

### MAGICAL QUIRK

"Hates undead; defies their commands."

### GAMEPLAY EFFECTS

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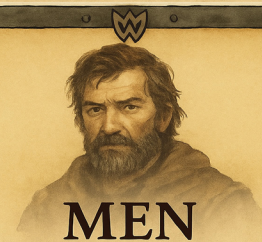
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