

Captain Profile Quick Reference



Bold



Cautious



Opportunistic



Fanatical



Tactician



Reckless



Mercenary



Visionary

Captain	Engage	Defend	Seize	Escort	Screen	Intercept
Bold	Charge straight toward the nearest enemy; if adjacent, attempt boarding.	Refuses to sit idle—moves to confront the strongest nearby threat.	Rushes the objective even through danger, ignoring cover.	Stays close but recklessly exposes self to danger to protect the escorted ship.	Moves aggressively into enemy path, trading blows without hesitation.	Cuts directly across enemy's projected route, often colliding or boarding.
Cautious	Engage only at range; will avoid closing to boarding distance.	Holds back in cover or favorable position; avoids unnecessary risk.	Moves toward the objective slowly, stopping short if enemies are nearby.	Stays close behind escorted ship, prioritizing self-preservation.	Forms a protective arc, staying just out of reach while delaying enemies.	Moves to intercept but halts at safe distance, firing rather than boarding.
Opportunistic	Attacks only if target is isolated or weakened; otherwise maneuvers for better odds.	Defends only if gain is clear; may drift toward softer nearby targets.	Moves toward whichever objective looks easiest to claim or least defended.	Escorts only if escortee is strong; may peel away if danger outweighs reward.	Screens half-heartedly, preferring to strike at distracted foes.	Intercepts only if outnumbering or out-positioning enemy; otherwise delays.
Fanatical	Charges and keeps fighting the same target until one side is destroyed.	Will not withdraw—defends to the death in place.	Pursues the designated objective relentlessly, ignoring other opportunities.	Remains glued to the escorted ship, sacrificing self without hesitation.	Screens by throwing ship directly into enemy line regardless of odds.	Intercepts by ramming or forcing boarding, never pulling back.
Tactician	Maneuvers to gain broadside advantage before attacking.	Chooses defensible position (reef, cover, or allies) and holds it.	Moves toward objective but delays to secure positional advantage first.	Escorts by creating overlapping fields of fire with the escorted ship.	Screens by spreading fleet into a staggered line to block paths.	Intercepts by flanking, aiming to cut escape rather than collide.
Reckless	Charges nearest enemy regardless of odds; may break formation.	"Defends" by counterattacking aggressively instead of holding ground.	Rushes objective heedless of danger; may collide with obstacles.	Escorts erratically—may surge ahead or abandon escort to chase foes.	Screens too far forward, often isolated and exposed.	Intercepts by throwing ship headlong into enemy path, ignoring consequences.
Mercenary	Engages only if reward is immediate (treasure ship, high-value target).	Defends reluctantly; may abandon post if no incentive.	Seizes objective if profit is clear; avoids costly fights.	Escorts only if bribe/reward offered; otherwise drifts nearby.	Screens lazily, leaving gaps unless rewarded to hold firm.	Intercepts selectively, only if the enemy carries obvious plunder.
Visionary	Attacks in line with long-term goal (prophecy card, magical omen) even if tactically odd.	Defends sites of symbolic importance (shrines, reefs) rather than allies.	Moves to seize prophetic or mystical objectives before mundane ones.	Escorts ships tied to prophecy or story significance; ignores others.	Screens in unusual but thematic patterns (e.g., guarding celestial alignments).	Intercepts to steer enemy toward foretold outcome, even if indirect.

How to Use

- 1) Assign each ship a Captain Profile at setup.
- 2) Each round, give one Intent Order (Engage, Defend, Seize, Escort, Screen, Intercept).
- 3) The captain follows their profile.

Spend a Negation to override mid-turn.

Tips

- Mix archetypes to balance control vs. aggression.
- Tactician and Opportunistic are flexible.
- Fanatical/Reckless need more negotiations.
- Mercenary/Visionary excel in scenario play.