Custom Crew

Each ability is used in at least one real WizKids crew, and the point values are line with what you'd pay for a real crew, so whatever you roll up, it won't be a game-breaker. It won't be tournament-legal, either, of course.

First, choose two abilities from the following table. Add up their {point costs} to give the crew's total point cost. Reduce the total cost by 1 if either (or both) of the abilities costs more than 5 points. The ability descriptions are somewhat abbreviated, but it should be clear to a reasonably experienced Pirates player what each ability means. A crew can have only one "Limit" ability.

1. {3} Captain (shoot after move)
2. {6} Reverse Captain (move after shoot)
3. {2} Helmsman (+S move)
4. {1} Explorer (dock & explore in same turn)

5. {3} Musketeer (add one 3S cannon)
6. {2} Cannoneer (reroll one cannon that misses)
7. {2} Shipwright (give Repair orders anywhere)
8. {1} Oarsman (base move of S if derelict)
9. {6} Marine
10. {2} Chainshot Specialist
11. {2} Stinkpot Specialist
12. {3} Eliminate 1 crew/turn to get a 2nd action
13. {3} Reroll one die roll/turn
14. {4} +1 cannon rolls vs non-[own faction] ships
15. {4} +1 cannon rolls vs non-[own faction] ships and forts
16. {2} +1 cannon rolls vs one faction *(choose below)*
17. {2} +1 cannon rolls if ship has a Captain
18. {3} +1 cannon rolls if target was shot at this turn
19. {2} Eliminate one crew with a hit, once/turn
20. {4} Eliminate one cargo with each hit
21. {3} Home-island robber (1 coin)
22. {6} Home-island robber (all you can carry)
23. {6} You own any derelict you explore; both are docked at your home island
24. {5} All this ship's cannons have L range
25. {5} Shoot submerged ships within S
26. {3} While at home island, trade 1 treasure for a 3S cannon
27. {4} Board while within S range; boarded ship can't use boarding bonuses
28. {3} +1 on boarding rolls
29. {4} +1 on boarding rolls (+2 vs sea creatures)
30. {4} +1 on boarding rolls (+2 vs submarines)
31. {5} If win boarding action, take as much treasure as you can carry
32. {2} If touching a [faction] ship, take as much treasure as you can carry
33. {5} If you win a boarding action, capture highest-priced crew for ransom
34. {7} If you win a boarding action, eliminate all enemy ship's crew
35. {7} If you win a boarding action, choose 2: take 1 treasure, kill 1 crew, eliminate 1 mast.
36. {2} Once/turn, take 1 random treasure from a ship you're touching
37. {3} Same action twice on 5-6
38. {5} 2nd action on 5-6
39. {6} Any one friendly ship gets 2nd action on 6
40. {4} Broadside attack
41. {5} Crew on this ship cannot be eliminated unless she sinks
42. {2} Reduce the costs of other crew on this ship by 1 each
43. {4} One ship or crew within S cannot use its ability this turn
44. {3} +1 cargo spaces; takes up no space
45. {3} Trade 1 treasure between this island and another wild island
46. {3} Trade treasures w/ ship within S
47. {2} One of this ship's treasures is worth +1 when unloaded at home island
48. {3} One of this ship's treasures is worth +2 when unloaded at home island

49. {2} Crew of any nationality can serve on this ship
50. {1} [faction] crew can serve on this ship *(choose below)*
51. {3} When revealed, takes up 0 cargo; bring in 1 crew worth 2 pts or less
52. {2} Ignore terrain (except islands and icebergs)
53. {2} Move S after loading treasure, once/turn
54. {2} Move S after unloading treasure, once/turn
55. {2} Unload cargo if within S of your home island
56. {3} Mark an island within S as explored; it becomes unexplored to all other players
57. {6} Give this ship a Move but don't move her; a roll of 5-6, move enemy ship L instead.
58. {4} Ghost ship
59. {4} Fear
60. {2} Eternal
61. {4} If a sea creature begins its move within L of this ship, it gets +L to its move
62. {8} Use the ship's action to possess 1 crew on a ship within S. On a roll of 6, that crew moves to your ship and becomes part of your faction.
63. {11} Limit. Choose one ability used by any other ship or crew in play; this crew gets that ability for this turn.
64. {12} Limit. On 1-4, this ship gets 2nd action; on 5, any friendly ship gets 2nd action; on 6, give an enemy ship an action
65. {-1} Loyal: [own faction]; Hostile: a different faction *(choose below)*. This does not count as one of your crew's two abilities.
66. {0} Limit, Ransom. Link to one same-faction crew of your choice. Reroll one die roll/turn.
67. {0} Limit, Ransom. Build your fleet with 5 more points than the game's build total. This crew cannot be transferred off this ship.
68. {0} Crew on this ship cost 0. Each time the ship is hit, if you roll a 6, move the costliest crew to a wild island chosen by the player on your left. This crew cannot be eliminated unless his ship sinks.
69. {0} Link to a ship of your choice which does not have any of your crew's abilities. The ship must be in your faction and cannot have any other links. This does not count as one of your crew's two abilities.
70. {0} Link to another named crew of your choice who does not have any of your crew's abilities. The other crew must be in your faction and cannot have any other links. This does not count as one of your crew's two abilities.