

Captain John Finch

BOLD After making an Attack or Skill Test, you may re-roll up to 3 dice. If any of the re-rolled dice fail to score a hit during the Attack or if the Skill test is failed, this ship takes 1 point of Fatigue.

LUCKY You may spend a Fortune Point to force your opponent re-roll an Attack made against this ship.








Captain
John Finch





23	DARK PEARL UNRATED 	 F  
SKILL  +2 1  +4 2		
3 	 5  3	
<p>FAST: This ship may increase its Speed value by 1 when Sailing Large.</p> <p>HIGH FREEBOARD: Attacks made against this ship that score less than two hits do not cause fatigue.</p>		
 +1 SWEEPS  +2 WEATHERLY  +2 ADDITIONAL GUNS  +6 STOUT  +6 ADDITIONAL CREW		D  

DARK PEARL UNRATED
UPGRADES
<div style="margin-bottom: 10px;">  SWEEPS This ship may use the Row Crew Action. </div> <div style="margin-bottom: 10px;">  WEATHERLY Increase this ship's windward sailing value by 1. </div> <div style="margin-bottom: 10px;">  ADDITIONAL GUNS Increase this ship's broadside value by 1. </div> <div style="margin-bottom: 10px;">  STOUT This ship becomes Crippled when it receives 10 points of damage, instead of 7. </div> <div style="margin-bottom: 10px;">  ADDITIONAL CREW This ship becomes Shaken when it receives 10 points of fatigue, instead of 7. Add 1 dice to this ship's Close Combat attacks. </div>