Chapter VII Supplement: Ship Crews

Introduction

These houserules are designed to make the running of large capital ships (almost) as simple as running a normal NPC, permitting larger battles without bogging everything down in umpteen rolls. They function by abstracting a squadron or large ship into a single NPC, and abstracting their various weapons into a small number of attack profiles. This increases some back-end granularity because each ship needs its own crew and will need a rewrite of its weapon profiles, which is more difficult with some ships than others. It becomes harder to stat a ship because you can't simply slap on the weapons and call it a day, you have to then take the additional step of abstracting them.

However, I do my best to ease this transition by giving stock crews and converting the weapon profiles of numerous large ships. I also explain my reasoning and methods, which should help you in your own efforts.

One final note: This rule-set is designed to work with my houserule set, [Chapter VII: Starships and Vehicles Overhaul](). Therefore, it uses the mechanics "Targeting Silhouette" and "Shields." Otherwise, it is compatible with the RAW. I highly recommend my earlier houserule set, as it smooths gameplay significantly and has been well received.

Abstracting Weapons

Pool all weapons of a single type, or multiple similar types with the same range. In most cases, simply add the fire arcs together. In some situations (such as the Vindicator, which has a single group of weapons protecting the Aft arc) it would be impractical, and a particular fire arc may need its own profile. After determining what weapons *can* be grouped, adjust damage, Breach, Slow-Firing, Critical Rating, and Targeting Silhouette (if necessary), drop Linked, and add Battery with a rating equal to one-fifth of the weapons (rounded down, minimum of 1) plus half Linked (rounded up).

Each weapon abstracted this way can still only be fired once per round. Each Success, rather than dealing +1 damage, deals a hit—the first Success deals the initial hit, and each Success after that deals an additional hit. The number of additional hits inflicted by an attack cannot exceed the Battery quality. Excess Successes then increase the damage of each hit by 1 per Success. 3 Advantage or a Triumph may be spent to inflict damage equal to Battery on the target, provided the attack dealt damage past Armor and Shields. This damage is suffered as System Strain if the weapon has the Ion quality. All other weapon qualities are triggered as normal.

As weapons and/or starfighters are destroyed, a weapon profile's Battery rating may decrease.

Please note that the logic of grouping weapons and starfighters can be extended to ships as well. When ships are operating in a close group, they move and act together like a starfighter squadron, and count their weapons together to determine Battery ratings.

Example #1: Gladiator Star Destroyer

Here are the official statistics:
(6) port dual turret light turbolasers (forward, port, and aft, linked 1, SF 1, TS 5).
(6) starboard dual turret light turbolasers (forward, starboard, and aft, linked 1, SF 1, TS 5).
(3) port turret medium laser cannons (all, TS 3).
(3) starboard turret medium laser cannons (all, TS 3).
(4) aft turret medium laser cannons (all, TS 3).
(10) assault concussion missile launchers (all, SF 1, TS 5).
(4) forward medium tractor beams (forward, TS 3).
(2) port medium tractor beams (port, TS 3).
(2) starboard medium tractor beams (starboard, TS 3).

Abstracted, this becomes:
Light Turbolasers (all, Battery 3)
Medium Laser Cannons (all, Battery 2)
Assault Concussion Missile Launchers (all, Battery 2)
Medium Tractor Beams (forward, port, starboard, Battery 2)
(Note: Only fire arcs and changes are shown; all else remains the same)

This was quite a straightforward abstraction. It should be noted that the light turbolasers borrow each other's firing arcs. This means that you could score a hit you wouldn't "deserve" on a target in the port or starboard arcs. However, this "extra" hit is not beyond the capabilities of the weapons in the given arc and the abstraction is both convenient and reasonable.

Example #2: Imperial II Star Destroyer

Official statistics:
(4) port octuple turbolaser barbettes (port, linked 3, SF 1, TS 7).
(4) starboard octuple turbolaser barbettes (starboard, linked 3, SF 1, TS 7).
(20) dorsal medium turbolaser batteries (forward, port, and starboard, linked 1, SF 1, TS 6).
(20) port light turbolaser batteries (forward and port, linked 1, SF 1, TS 5).
(20) starboard light turbolaser batteries (forward and starboard, linked 1, SF 1, TS 5).
(20) port heavy ion cannon turrets (forward and port, damage 7, SF 1, TS 6).
(20) starboard heavy ion cannon turrets (forward and starboard, damage 7, SF 1, TS 6).
(10) ventral battleship ion cannon batteries (forward, port, and starboard, linked 1, damage 9, Breach 3, SF 2, TS 7).
(10) heavy tractor beam emitters (forward, port, and starboard).

Abstraction:
Octuple Turbolaser Barbettes (port and starboard, Battery 3, no Slow-Firing)
Medium Turbolasers (forward, port, and starboard, Battery 5)
Light Turbolasers (forward, port, and starboard, Battery 9)
Heavy Ion Cannons (forward, port, and starboard, Battery 10, damage 8, Breach 0, SF 1, TS 7)
Heavy Tractor Beam Emitters (forward, port, and starboard, Battery 2)

This abstraction was a bit trickier. The barbettes do not share any fire arcs, and the ion cannons were merged. They can be merged because they have the same range, but everything else is different and must be melded. The Battleship Ion Cannons functionally deal +5 damage, but are only 20% of the ion cannons and fire only twice for every three attacks. To account for this, I spread the damage proportionally across the other ion cannons and increased the Targeting Silhouette, representing that the doctrine of the Heavy Ion Cannons is to take on large ships in coordination with the Battleship Ion Cannons.

Example #3: BTL-S3 Y-Wing Squadron

Official statistics:
(12) Turret twin light ion cannons (all, linked 1, TS 3).
(12) Forward medium laser cannons (forward, linked 1, TS 3).
(12) Forward proton torpedo launchers (forward, linked 1, LA 8, TS 4).

Abstraction:
Turret Light Ion Cannons (all, Battery 3)
Medium Laser Cannons (forward, Battery 3)
Proton Torpedo Launchers (forward, Battery 3)

(5) forward medium turbolaser batteries (forward, linked 1, SF 1, TS 6).
(5) port medium turbolaser batteries (port, linked 1, SF 1, TS 6).
(5) starboard medium turbolaser batteries (starboard, linked 1, SF 1, TS 6).
(5) forward light quad turbolasers (forward, port, and starboard, linked 3, SF 1, TS 5).
(5) aft light quad turbolasers (aft, linked 3, SF 1, TS 5).
(5) forward heavy laser cannons (forward, TS 4).
(5) port heavy laser cannons (port, TS 4).
(5) starboard heavy laser cannons (starboard, TS 4).

Medium Turbolasers (forward, port, and starboard, Battery 4)
Forward Light Quad Turbolasers (forward, Battery 3)
Aft Light Quad Turbolasers (aft, Battery 3)
Heavy Laser Cannons (forward, port, and starboard, Battery 3)

Abstracting Crews

Starship crews receive a single NPC profile. They receive Characteristic ratings (except Brawn), skill ranks, Adversary ratings, talents, and abilities. Each turn, the NPC crew gets 1 Starship Maneuver, 1 Maneuver (e.g., Angle Deflector Shields or Aim), 1 Action (e.g., Damage Control or Perform a Combat Check with Vehicle Weapons), and a number of Gunnery-only Actions depending on the crew's quality.

Squadrons follow the same rules as starships. This means that in some instances, a squadron of single-crew fighters will perform multiple attacks. This is intended behavior, representing pilots and crew within the squadron performing separate actions in close coordination. A full squadron is 12 fighters; for every 3 fighters absent or lost, the squadron loses one of its Gunnery-only Actions. For narrative purposes, a squadron that loses all of its Gunnery-only Actions could be considered Combat Ineffective.

Building a Ship Crew or Squadron:

Crews should be tailored to their ship and faction, making it difficult to present a one-size fits all, but these guidelines should make the process of building crews quick and easy.

Step 1: Crew Tier
Choosing the competency of the crew gives a baseline for the rest of your decisions. The more important the ship, the more emphasis is placed on its crew's competency. Capital ships will rarely have a crew below Experienced, but even among capital ships, an Elite crew is rare. Medium ships will typically range between Trained and Experienced. Ships of the line, who are expected to slug it out with peers, are more likely to be Experienced, while patrol vessels, pickets, and support craft may only be Trained.
There are four basic crew tiers:
1. Elite: High skills, 54322 or 54331 characteristic spread, and up to 3 Gunnery Actions.
    a. 1 skill at 5, two skills at 4, skills have a base of 3. 4-5 supplementary skills.
2. Experienced: Moderate skills, 43322 or 44321 spread, and up to 2 Gunnery Actions.
    a. 1 skill at 4, two skills at 3, skills have a base of 2. 2-4 supplementary skills.
3. Trained: Low to moderate skills, 33222 or 33321 spread, and 1 Gunnery Action.
    a. 2 skills at 3, 2 skills at 2, skills have a base of 1. 1-2 supplementary skills.
4. Combat Ineffective: Low skills, 32221 or 33211 spread, and no Gunnery Actions.
    a. 3 skills at 2, skills have a base of 1. 0-1 supplementary skills.

Step 2: Select Characteristics
Brawn is always 0, but the other stats should be tailored to the crew and ship. Some will have higher Intellect, others will have higher Cunning, and some may even have a decent Presence. Mon Calamari crews, for example, may specialize in Intellect to better repair their ships, while Imperial crews may specialize in Agility for improved Gunnery.

Step 3: Select Skills
The following list is of the skills virtually all crews will possess:
- Astrogation (if hyperdrive-equipped)
- Computers
- Mechanics
- Piloting (Planetary) or Piloting (Space)

- Gunnery
- Warfare

The following list is a comprehensive view of supplementary skills relevant to ship crews. Other skills may apply in niche circumstances.
- Conduct:
  - Cool
  - Discipline
  - Vigilance
- Utility:
  - Perception
  - Coercion
  - Negotiation
- Knowledge:
  - Core Worlds
  - Outer Rim
  - Underworld

Ultimately, the number of ranks in a given skill is up to GM fiat, but Step One: Crew Tier gives guidelines.

Step 4: Talents and Abilities
Adversary level should correspond to the crew level, with Adversary 1 for an Experienced crew and Adversary 2 for an Elite crew. Other talents and abilities can be added as desired, whether drawn from the books or designed for the purpose. Generally, a crew should have about as many talents as it has bonus Gunnery Actions.

Examples:
Full Attention: Once per round as a Maneuver, the ship's captain may suffer 2 Strain and make an Average Leadership check. If he succeeds, the crew may perform their next Astrogation, Computers, Mechanics, Perception, or Piloting (Space) check using his ranks in Leadership.

Empire's Finest: Reduce the difficulty of the Fire Discipline Action by one when performed by the ship's captain. In addition, Fire Discipline now adds an additional Boost to the ship's gunners.

Mon Cal Shielding: Decrease the difficulty of the Boost Shields action once. In addition, Boost Shields increases the Defense of an additional zone by one.

Example Crews:

[Assault Frigate Mk II (Elite)](#)
[Imperial II Star Destroyer (Experienced)](#)
[ARC-170 (Trained)](#)

Talent List:

These talents are all taken directly from the game, and do not include any custom talents. There may be other talents that could also apply, but these are the ones I consider most relevant and useful.
- All-Terrain Driver

- Brilliant Evasion
- Codebreaker (ranked)
- Confidence (ranked)
- Debilitating Shot
- Fearsome Rep (ranked)
- Fine Tuning (ranked)
- Fire Support (ranked)
- Full Stop
- Full Throttle
- Hindering Shot
- Hold Together
- Koiogran Turn
- Nobody's Fool (ranked)
- Outmaneuver
- Overwhelm Defenses (ranked)
- Plausible Deniability (ranked)
- Push the Specs
- Shortcut (ranked)
- Skilled Jockey (ranked)
- Solid Repairs (ranked)
- Tricky Target

Weaponry Overhauls

This is a compilation of overhauls done for my personal use; it serves to provide additional examples and references, but is not intended to be comprehensive.

Note: Groups are three Squadrons; +4 Battery to all weapon profiles.

TIE/ln Squadron

Twin Medium Laser Cannons (forward, linked 1, TS 3)

Overhaul:
Medium Laser Cannons (forward, Battery 3)

TIE/in Squadron

Twin Medium Laser Cannons (forward, linked 3, TS 3)

Overhaul:
Light Medium Cannons (forward, Battery 4)

TIE/hu Squadron

Forward twin light ion cannons (forward, linked 1, TS 3).
Forward medium laser cannons (forward, linked 1, TS 3).
Forward proton torpedo launchers (forward, linked 1, LA 4, SF 1, TS 4).

Overhaul:
Light Ion Cannons (forward, Battery 3)
Medium Laser Cannons (forward, Battery 3)
Proton Torpedo Launchers (forward, Battery 3, no Slow-Firing)

TIE/rb Squadon

Outrigger heavy laser cannons (forward, linked 1, TS 4).

Overhaul:
Heavy Laser Cannons (forward, Battery 3)

TIE/sa Squadron

Forward light laser cannons (forward, linked 1, TS 3).
Forward launchers firing either concussion missiles or proton torpedoes (forward, linked 1, LA 12, SF 1, TS 3 or TS 4).
Ventral proton bomb release chute-can only be used against surface targets (down, LA 16, TS 6).

Overhaul:
Light Laser Cannons (forward, Battery 3)
Concussion Missile/Proton Torpedoes (forward, Battery 3, no Slow-Firing)
Proton Bomb Release Chute (down, Battery 2)

ARC-170 Squadron

Wingtip medium laser cannons (forward, linked 1, TS 3).
Dorsal and ventral aft mounted light laser cannon (aft, linked 1, TS 3).
(2) forward proton torpedo launchers (forward, LA 3 [each], SF 1, TS 4).

Overhaul:
Medium Laser Cannons (forward, Battery 3, no Slow-Firing)
Light Laser Cannon Tailguns (aft, Battery 3)
Proton Torpedo Launchers (forward, Battery 3, Limited Ammo 6, no Slow-Firing)

Imperial Gozanti-Class Armed Transport

Dorsal retractable twin heavy laser cannon (all, linked 1, TS 4).
Ventral retractable twin heavy laser cannon (all, linked 1, TS 4).

Overhaul:
Retractable Twin Heavy Laser Cannons (all, Battery 2)

Star Galleon-Class Armed Transport

(5) Port retractable medium turbolasers (port, SF 1, TS 6).
(5) Starboard retractable medium turbolasers (starboard, SF 1, TS 6).
Forward concussion missile launcher (forward, SF 1, TS 3, LA 10).

Overhaul:
Retractable Medium Turbolasers (port and starboard, Battery 2)
Concussion Missile Launcher (forward)

Raider II-Class Corvette

Chin twin light turbolasers (forward, linked 1, SF 1, TS 5).
(3) port retractable turret raider twin heavy laser cannons (forward and port, linked 1, TS 4).
(3) starboard retractable turret raider twin heavy laser cannons (forward and starboard, linked 1, TS 4).
Chin battleship ion cannon (forward, SF 2, TS 7).
Hull concussion missile launchers (forward, linked 1, SF 1, TS 3).

Overhaul:
Chin Light Turbolasers (forward, linked 1)
Raider Twin Heavy Laser Cannons (forward, port, and starboard, Battery 2)
Chin Battleship Ion Cannon (forward)
Hull Concussion Missile Launchers (forward, linked 1)

Adz-Class Destroyer

(2) forward dorsal turret quad laser cannons (all dorsal, linked 3, TS 3).
Aft dorsal turret quad laser cannon (all dorsal, linked 3, TS 3)
(2) port turret light ion cannons (all, TS 3).
(2) starboard turret light ion cannons (all, TS 3).

Overhaul:

Quad Laser Cannons (all dorsal, Battery 3)
Light Ion Cannons (all, Battery 1)

CR92a Assassin-Class Corvette

(3) port turret twin medium turbolaser batteries (forward, port, and aft, linked 1, SF 1, TS 6).
(3) starboard turret twin medium turbolaser batteries (forward, starboard, and aft, linked 1, SF 1, TS 6).
Dorsal turret quad laser cannons (all, linked 3, TS 3).
Ventral turret quad laser cannons (all, linked 3, TS 3).
Forward proton torpedo launcher (forward, LA 10, SF 1, TS 4).
Forward medium tractor beam emitter (forward, TS 3).

Overhaul:
Twin Medium Turbolasers (all, Battery 2)
Quad Laser Cannons (all, Battery 3)
Proton Torpedo Launcher (forward)
Medium Tractor Beam Emitter (forward)

Consular-Class Light Assault Cruiser

Port dorsal twin heavy laser cannon (port, linked 1, TS 4).
Starboard dorsal twin heavy laser cannon (starboard, linked 1, TS 4).
Port ventral twin heavy laser cannon (port, linked 1, TS 4).
Starboard ventral twin heavy laser cannon (starboard, linked 1, TS 4).
Forward twin light laser cannon (forward, linked 1, TS 3).
Dorsal turret quad laser cannon (all, linked 3, Accurate 1, TS 3).
Forward twin concussion missile launchers (forward, linked 1, LA 3 [each], SF 1, TS 3).

Overhaul:
Twin Heavy Laser Cannons (all, Battery 2)
Light Laser Cannons (all, Battery 3, Accurate 1)
Twin Concussion Missile Launchers (forward, linked 1)

Lancer-Class Frigate

(4) dorsal turret quad laser cannons (all, linked 3, TS 3).
(4) ventral turret quad laser cannons (all, linked 3, TS 3).
(4) forward turret quad laser cannons (forward, linked 3, TS 3).
(4) port turret quad laser cannons (port, linked 3, TS 3).
(4) starboard turret quad laser cannons (starboard, linked 3, TS 3).

Overhaul:
Quad Laser Cannons (all, Battery 4)
Quad Laser Cannons (forward, port, starboard, Battery 4)

Vigil-Class Corvette

(3) dorsal turret twin light turbolasers (all, linked 1, SF 1, TS 5).
(3) dorsal turret twin heavy laser cannons (all, linked 1, TS 4).
Forward medium tractor beam emitters (forward, TS 3).

Overhaul:
Twin Light Turbolasers (all, Battery 2)
Twin Heavy Laser Cannons (all, Battery 2)
Medium Tractor Beam Emitters (forward, TS 3)

EF76 Nebulon-B Cruiser

(6) port retractable turret medium turbolasers (forward, aft, and port, SF 1, TS 6).
(6) starboard retractable turret medium turbolasers (forward, aft, and starboard, SF 1, TS 6).
(3) forward retractable turret light laser cannons (forward, TS 3).
(3) port retractable turret light laser cannons (port, TS 3).
(3) starboard retractable turret light laser cannons (starboard, TS 3).
(3) aft retractable turret laser cannons (aft, TS 3).
(3) forward heavy tractor beam emitters (forward, TS 3).

Overhaul:
Retractable Medium Turbolasers (all, Battery 2)
Retractable Light Laser Cannons (all, Battery 2)
Forward Heavy Tractor Beam Emitters (forward, Battery 1)

Arquitens-Class Command Cruiser

(2) dorsal turret twin light turbolaser batteries (all, linked 1, SF 1, TS 5).
(2) ventral turret twin light turbolaser batteries (all, linked 1, SF 1, TS 5).
(4) port quad laser batteries (port, linked 3, TS 3).
(4) starboard quad laser batteries (starboard, linked 3, TS 3).
(4) forward concussion missile launchers (forward, TS 3).
Forward medium tractor beam emitter (forward).

Overhaul:
Twin Light Turbolasers (all, Battery 2)
Quad Laser Cannons (forward, port, and starboard, Battery 3)
Concussion Missile Launchers (forward, Battery 1)
Forward Medium Tractor Beam Emitter (forward)

Quasar Fire-Class Escort Carrier

(2) forward light turbolaser batteries (forward, SF 1, TS 5).
(2) hull medium tractor beam emitters (all, TS 3).

Overhaul:
Light Turbolasers (forward, Battery 1)
Medium Tractor Beam Emitters (all, Battery 1)

Surveyor-Class Reconnaissance Frigate

(3) dorsal turret light turbolasers (all, SF 1, TS 5).
(3) ventral turret light turbolasers (all, SF 1, TS 5).
(2) port turret medium turbolasers (all port, SF 1, TS 6).
(2) starboard turret medium turbolasers (all starboard, SF 1, TS 6).
(3) port turret twin light laser cannons (all port, linked 1, TS 3).
(3) starboard turret twin light laser cannons (all starboard, linked 1, TS 3).

(4) forward medium ion cannons (forward, TS 5).
(2) forward heavy tractor beam emitters (forward, TS 4).

Overhaul:
Light Turbolasers (all, Battery 1)
Medium Turbolasers (all, Battery 1)
Twin Light Laser Cannons (all, Battery 2)
Medium Ion Cannons (forward, Battery 1)
Heavy Tractor Beam Emitters (forward, Battery 1)

Dreadnought-Class Heavy Cruiser

(5) forward medium Dreadnought turbolaser batteries (forward, port, and starboard, linked 1, SF 2, TS 6).
(5) aft medium Dreadnought turbolaser batteries (aft, linked 1, SF 2, TS 6).
(10) port light Dreadnought quad turbolasers (port, linked 3, SF 2, TS 5).
(10) starboard light Dreadnought quad turbolasers (starboard, linked 3, SF 2, TS 5).
(5) port heavy laser cannons (port).
(5) starboard heavy laser cannons (starboard).

Overhaul:
Forward Medium Dreadnought Turbolasers (forward, port, and starboard, Battery 2)
After Medium Dreadnought Turbolasers (aft, Battery 2)
Port Light Dreadnought Quad Turbolasers (port, Battery 4)
Starboard Light Dreadnought Quad Turbolasers (starboard, Battery 4)
Port Heavy Laser Cannons (port, Battery 1)
Starboard Heavy Laser Cannons (starboard, Battery 1)

Interdictor-Class Heavy Cruiser

(5) dorsal turret quad laser cannons (forward, linked 3, TS 3).
(5) ventral turret quad laser cannons (forward, linked 3, TS 3).
(4) port turret quad laser cannons (forward and port, linked 3, TS 3).
(4) starboard turret quad laser cannons (forward and starboard, linked 3, TS 3).
(2) aft turret quad laser cannons (aft, linked 3, TS 3).

Overhaul:
Forward Quad Laser Cannons (forward, Battery 4)
Port Quad Laser Cannons (forward and port, Battery 3)
Starboard Quad Laser Cannons (forward and starboard, Battery 3)
Aft Quad Laser Cannons (aft, Battery 3)

Gladiator-Class Star Destroyer

(6) port dual turret light turbolasers (forward, port, and aft, linked 1, SF 1, TS 5).
(6) starboard dual turret light turbolasers (forward, starboard, and aft, linked 1, SF 1, TS 5).
(3) port turret medium laser cannons (all, TS 3).
(3) starboard turret medium laser cannons (all, TS 3).
(4) aft turret medium laser cannons (all, TS 3).
(10) assault concussion missile launchers (all, SF 1, TS 5).
(4) forward medium tractor beams (forward, TS 3).

(2) port medium tractor beams (port, TS 3).
(2) starboard medium tractor beams (starboard, TS 3).

Overhaul:
Light Turbolasers (all, Battery 3)
Medium Laser Cannons (all, Battery 2)
Assault Concussion Missile Launchers (all, Battery 2)
Medium Tractor Beams (forward, port, starboard, Battery 2)

Acclamator-Class Planetary Assault Ship

(3) port quad light turbolaser batteries (port, linked 3, SF 1, TS 5).
(3) starboard quad light turbolaser batteries (starboard, linked 3, SF 1, TS 5).
(6) forward quad light turbolaser batteries (forward, linked 3, SF 1, TS 5).
(12) port heavy laser cannons (port, TS 4).
(12) starboard heavy laser cannons (starboard, TS 4).
(4) forward assault proton torpedo launchers (forward, SF 2, TS 6).

Overhaul:
Port Quad Light Turbolasers (forward, Battery 3)
Starboard Quad Light Turbolasers (forward, Battery 3)
Forward Quad Light Turbolasers (forward, Battery 3)
Port Heavy Laser Cannons (port, Battery 2)
Starboard Heavy Laser Cannons (port, Battery 2)
Assault Proton Torpedo Launchers (forward, Battery 1)

Standard Crews

This is a compilation of crew blocks made for my personal use; they serve to provide additional examples and references, but are not intended to be comprehensive.

Starfighters:
[ARC-170 (Trained)](#)
Imperial Ships:
[Imperial II Star Destroyer (Experienced)](#)
[Combat Ineffective Imperial Crew](#)
[Trained Imperial Crew](#)
[Experienced Imperial Crew](#)
[Elite Imperial Crew](#)
Rebel Ships:
[Assault Frigate Mk II (Elite)](#)
[Combat Ineffective Imperial Crew](#)
[Trained Rebel Crew](#)
[Experienced Rebel Crew](#)
[Elite Rebel Crew](#)
Pirate Ships:
[Combat Ineffective Pirate Crew](#)
[Trained Pirate Crew](#)
[Experienced Pirate Crew](#)
[Elite Pirate Crew](#)