



# BRITISH

4

## SEA DOGS

TRAINED

**Main Weapons:** Pistols,  
Standard Melee Weapons

SKILL/SAVE RESOLVE

*Fight* 6/6

*Shoot* 7/7

5

*SAILORS* | *BRAWLERS* | *EXPERT ARTILLERY CREW*

## UNIT OPTIONS

- Unit may be upgraded to Veteran for 1 point per model.
- 1 out of 3 models may exchange Pistols for Blunderbusses at no cost.
- 1 out of 8 models may add Stinkpots or Firepots for 2 points per model or may add Grenadoes for 4 points per model.
- Unit may exchange Pistols for Firelock Muskets for 4 points (not per model).
- Entire unit may downgrade to only Standard Melee Weapons for -1 point per model. This option may not be taken if the unit is Inexperienced or Veteran.

6

## ABLE SEAMEN

VETERANS

**Main Weapon:** Brace of Pistols,  
Standard Melee Weapons

SKILL/SAVE RESOLVE

*Fight* 6/6

*Shoot* 7/6

4

*EXPERT SAILORS* | *EXPERT ARTILLERY CREW* | *BRAWLERS*

## UNIT OPTIONS

- Unit may be downgraded to Trained for -1 point per model.
- 1 out of 3 models may exchange Pistols for Blunderbuss at no cost.
- 1 out of 3 models may add Blunderbusses for 1 point per model.
- Unit may exchange Brace of Pistols for Firelock Muskets at no cost.
- If equipped with Firelock Muskets, unit may add Pistol Sidearms for 2 points (not per model).
- If equipped with Firelock Muskets, unit may add Plug Bayonets for 4 points (not per model).
- 1 out of 4 models may add Firepots or Stinkpots for 2 points per model, or add Grenadoes for 4 points per model.



# BRITISH

## MAYNARD'S PIRATE HUNTERS

### CORE

- Sea Dogs
- Able Seamen

### SUPPORT

- Regulars
- English Militia

### FORCE SPECIAL RULES

- This Force adds +3 to determine the attacker in a scenario.
- All Trained and Veteran units in this Force gain the *Hard Chargers* Special Rule.
- When Robert Maynard's unit is activated, instead of spending Command Points, any units aboard a ship that he is aboard may immediately take a free Stand/Go Prone action. Until Maynard's unit's next activation, prone units aboard his ship cannot be the target of shooting attacks made using Small Arms.



# PIRATES

3

## PIRATES

TRAINED

**Main Weapon:** Brace of Pistols,  
Standard Melee Weapons

SKILL/SAVE RESOLVE

*Fight* 7/7

*Shoot* 7/7

6

*SAILORS* | *ARTILLERY CREW* | *WAR CRY*

## UNIT OPTIONS

- Unit may be upgraded to Veterans for 1 point per model.
- Unit may add Buccaneer Guns for 1 point per model or exchange Brace of Pistols for Buccaneer Guns at no cost. In either case, the unit also gains the *Ball & Shot* Special Rule.
- 1 out of 3 models may add Blunderbusses at no cost.
- 1 out of 4 models may add Grenadoes for 4 points per model or may add Firepots or Stinkpots for 2 points per model.

6

## ROUNDSMEN

VETERAN

**Main Weapon:** Brace of Pistols,  
Standard Melee Weapons

SKILL/SAVE RESOLVE

*Fight* 6/6

*Shoot* 7/6

5

*EXPERT SAILORS* | *ARTILLERY CREW* | *WAR CRY*

## UNIT OPTIONS

- Unit may add Buccaneer Guns for 1 point per model or exchange Brace of Pistols for Buccaneer Guns at no cost. In either case, the unit also gains the *Ball & Shot* Special Rule.
- 1 out of 3 models may add Blunderbusses at no cost.
- 1 out of 4 models may add Grenadoes for 4 points per model or may add Firepots or Stinkpots for 2 points per model.



# PIRATES

## BLACKBEARD'S MEN

### CORE

- Pirates
- Roundsmen

### SUPPORT

- Sea Dogs (English)
- Marins (French)
- Marineros (Spanish)
- Zeelieden (Dutch)
- European Sailors (Unaligned)
- Pressed Men (Unaligned)
- Jamaican Privateers

### FORCE SPECIAL RULES

- This Force adds +2 when determining the attacker in a scenario.
- If this Force is the attacker in an amphibious or sea scenario, it may fly false colors to deceive the opposing force. Roll a d10 at the start of each turn. On a 7+ the ruse is discovered and has no effect, so no further rolls are made. Otherwise, no unit in this Force may be attacked by any enemy units this turn unless a unit in this Force attacks first or moves within 12" of an enemy unit.
- If this Force includes the *Queen Anne's Revenge* ship or has 2 or more ships, the Force gains *Vendetta: All Nations Special Rule*.
- If this Force is the attacker in a scenario, once per game the controlling player may discard all the Activation Cards in their hand and replace them with the same number of new cards without spending a Fortune Point.