



Blood & Plunder

NEW
FACTIONS
&
UNITS

By FIRELOCK GAMES

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NEW FACTIONS



SPANISH CORSAIRS

Throughout much of the 17th century, Spain's New World colonies suffered from a significant number of attacks by the privateers of England, France and the United Provinces. Spain attempted to quell these invasions by issuing commissions to local Guarda Costa ships. They even went as far as organizing a naval squadron known as the Armada de Barlovento (the Windward Fleet). Neither of these efforts saw any significant reduction in the number of privateer ships attacking Spanish shipping and coastal settlements. Spain instead decided to try fighting fire with fire by issuing licenses to Spanish Corsairs from the mainland that would allow them operate in the New World. These Corsairs were highly experienced and efficient at their trade, all of them having cruised the coasts of Europe to prey on enemy ships. They'd been plying it for years. However, despite their efficiency, they ultimately proved ineffective. For as is often the case with most privateers, they preferred going after easier prey such as merchantmen and smugglers.

FORCE SPECIAL RULES

- » All ships and boats in this force move 1" more when moving with Sweeps.
- » Units in this force may re-roll a failed Throw Grapple Test once per turn.
- » This Force adds a +2 to its roll to determine attacker in a scenario.
- » Units in the force ignore the effects of the Poorly Equipped Special Rule

Core Units

{ Corsarios
Marineros

Support Units

{ Piqueros Marineros

FORCE OPTIONS

✧ *Biscayers*: Any unit type in this force may be upgraded to Veterans for 1 point per model.



ENGLISH PIRATE HUNTERS

Not more than 15 years after the English captured Jamaica from the Spanish in 1655, the attitude of officials in London started to change toward the buccaneering raids sailing out of Port Royal that helped the colony of Jamaica rise to its current status as the richest and most successful of their New World possessions. The English Parliament was shifting its values toward peace and open trade with the Spanish New World. In order for that to happen though, the buccaneers of Port Royal would have to cease their operations. In 1671, Henry Morgan was arrested and sent to England for his lawful attack on Panama. This was a clear sign that London meant business. In little more than a decade, the days of Port Royal as a buccaneer stronghold were at an end. Many buccaneers simply began taking French commissions, which was quickly made illegal, yet persisted well into the end of the century. Others crossed over into the South Sea (Pacific Ocean). As a result, pirate hunting commissions began to be issued out of Port Royal. Many local ships were outfitted for the task and manned by a combination of local privateers, naval seamen, and even former buccaneers. Many formerly successful privateers such as John Morris, Henry Morgan's right-hand man, took these commissions and helped to reign in their former comrades.

FORCE SPECIAL RULES

- » All Trained and Veteran units in this force gain the Hard Chargers Special Rule.
- » This Force adds 2 to its roll to determine attacker in a scenario.

Core Units

{ English Militia
Sea Dogs

Support Units

{ Freebooters

FORCE OPTIONS

✧ *Navy Men*: Sea Dogs in this force may be upgraded from Trained to Veteran for 1 point per model.

✧ *Seasoned Militia*: English Militia Units in this force may be upgraded from Inexperienced to Trained for 1 point per model.



LOGWOOD CUTTERS

Logwood cutters were rough men who labored for months at a time standing knee-deep in water while they chopped down logwood trees, cut them into sections, and hauled them by hand to the shore to await cargo vessels from Port Royal, Jamaica. Logwood was a valuable dyewood, and the labor and hard living to acquire it was worth the risks and the toll on the body. The men, typically ensconced at Laguna de Términos, Mexico or along the Mosquito Coast of Nicaragua, lived in primitive camps and hunted wild cattle for food. When the Port Royal vessels arrived, logwood cutters would celebrate for days—they would “make a Christmas”—on rum punch provided by the logwood merchants.

But these logwood cutting bases were on Spanish territory, thus the logwood cutters were interlopers. Local Spanish guardas-costas, and at times even larger expeditions, were often sent to dislodge them; capture could mean years of servitude in Mexico City or other towns along or inland from the Spanish Main. Many logwood cutters drifted through a variety of trades, including buccaneering, the “sloop trade” (local trading voyages), smuggling, turtling, “fishing” for silver (treasure hunting), and even local whaling, leaving them with a variety of skills that made them useful to a various military and quasi-military and naval expeditions.

FORCE SPECIAL RULES

» If this force is the attacker in a scenario, Once per game the controlling player may discard all the activation Cards in in their hand and replace them with the same number of new cards without spending a Fortune Point

» If this force is the defender in a scenario roll a d10 and apply the following result:

1 Unprepared: All units with muskets begin the game with 2 Reload markers

2-5 Drunk: Apply the Drunk Scenario rule

6-7 No Effect

8-10 Determination: During the game's first turn, each unit gains a free action of any kind when activated.

Core Units

{ Flibustiers
Freebooters
Engages

Support Units

{ Sea Dogs
Marins
Marineros
Veteran Freebooters
Boucaniers

FORCE OPTIONS

✱ *Out of Practice:* Any unit in this force may have its training level reduced by one for -1 point per model.

NOTE: THIS FACTION MAY BE LEAD BY A FRENCH OR ENGLISH BUCCANEER COMMANDER.



FRENCH CARIBBEAN MILITIA

These citizen-soldiers ranged from companies of well-equipped veteran flibustiers, boucaniers, and free black militiamen commanded by inspiring captains, to poorly-equipped and badly-motivated small planters and servants, many of whom lacked shoes and effective muskets, commanded by uninspiring local bourgeois commanders. Tactically, the French Caribbean militias preferred unconventional warfare: conducting swift raids, leading the enemy into ambushes, and counter-attacking as the enemy dispersed to plunder the countryside. These tactics were often highly effective when conducted by well-led, experienced men, but when conducted by inexperienced men under the command of weak leaders, they could lead to cowardly inaction, retreat after only a cursory fight, or even outright rout of the militia. Yet even in defeat many French militia returned quickly to the fight—at sea.

FORCE SPECIAL RULES

Once per turn, a single unit in this force that is not Mounted and is not Assigned may take a free Move Action at the end of it's activation. This Action may not be used to initiate or move away from a Melee Combat.

Core Units

{ Milices des Caraïbes
Miliciens
Boucaniers

Support Units

{ Flibustiers
Marins

FORCE OPTIONS

✱ *Elusive:* Units in this force with the Drilled special rule may exchange it for the Elusive special rule.

✱ *Veteran Militia:* *Milices des Caraïbes* units in this force may be upgraded to trained for 1 point per model.



CHASSEURS

Since the early 17th century, the Western end of the island of Hispaniola and the tiny island of Tortuga to its North saw an increase in population of various vagabonds from France and, to a lesser extent, some Englishmen and Dutchmen, along with a few men of other nations. These squatters created a backwoods lifestyle for themselves by hunting the excessive number of cattle and hogs that had taken over the island after being brought over by the Spanish. They learned the native technique of smoking the meat that they smoked over a wooden rack, known as a boucan, and sold and traded the meat to passing ships in exchange for necessary goods such as alcohol, powder, shot, and of course, the finest muskets money could buy. Often accompanied by their indentured servants, these rough men often clashed with Spanish patrols meant to root them out, for the Spanish considered these men trespassers and trouble-makers. And rightly so, as they were very efficient with their arms and eventually began to take to sea in canoes and piraguas to supplement their hunting of hogs and cattle with the hunting of Spanish shipping. From these boucaniers would eventually rise the famous filibustiers, freebooters and buccaneers of all sorts that would plague the Spanish for decades to come.

FORCE SPECIAL RULES

- » This force may not use a ship that is size 2 or greater.
- » Each unit in this force gains the Tough special rule when activated by a card with a ♠ or ♥ suit.
- » This force subtracts 2 from its roll to determine attacker in a scenario.

Core Units

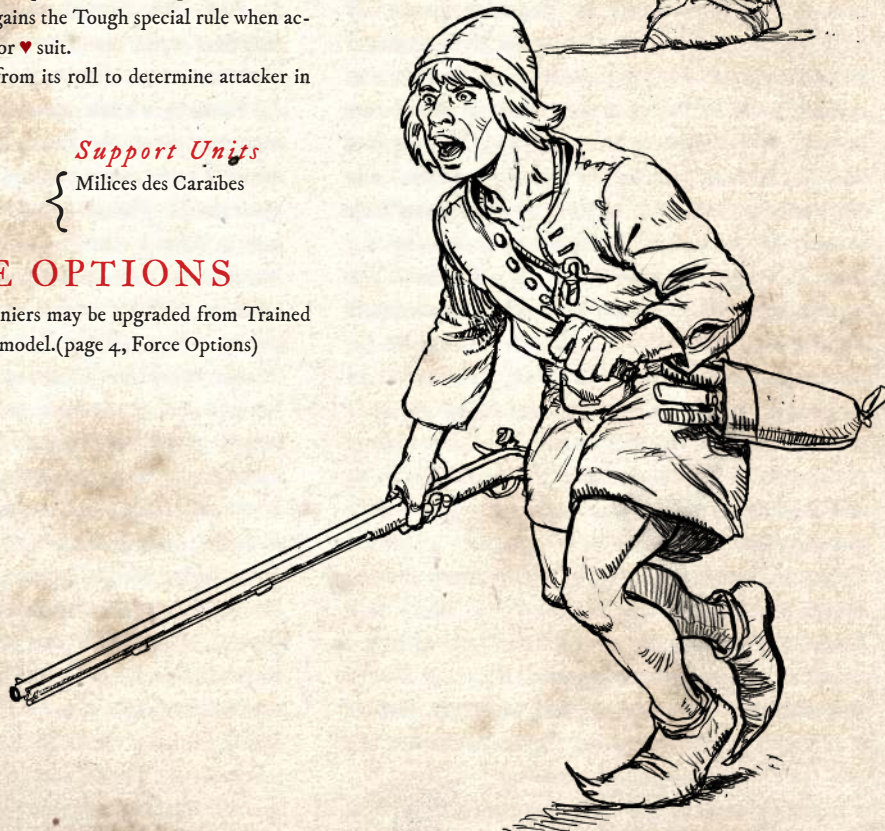
{ Boucaniers
Engages

Support Units

{ Milices des Caraïbes

FORCE OPTIONS

♣ *Veteran Hunters:* Boucaniers may be upgraded from Trained to Veteran for 1 point per model. (page 4, Force Options)



NEW UNITS



Model: Milicianos

CORSARIOS

6 Points

These Spanish raiders are armed with well-made Spanish muskets and vast knowledge of seamanship and ship-to-ship combat tactics. They are among the most elite Spanish troops to be found in the New World.

Experience Level: Trained

Main Weapons: { Matchlock Muskets
Standard Melee Weapons

Fight: 5/6

Shoot: 6/7

Resolve: 5

Special Rules: Ruthless

Sailors

Swordsmen

Swordsmen: Models that take Fight Actions against this unit using Standard Melee Weapons apply a +1 penalty to the Fight Test. This penalty is only applied to the attacking unit if all defending units have this Special Rule.



Model: Lanceros

PIQUEROS MARINEROS

4 Points

The half-pike or lance was a common weapon aboard ships of the 17th century. These experienced sailors use them to great effect to repulse enemy boarding parties as well as to break through defenses when boarding enemy ships themselves.

Experience Level: Trained

Main Weapons: { Lances
Standard Melee Weapons

Fight: 5/7

Shoot: -/6

Resolve: 5

Special Rules: Ruthless

Artillery Crew

Sailors



Model: Milices des Caraïbes

VETERAN FREEBOOTERS

8 Points

Among the English buccaneers of Port Royal were men of vast experience. Many of them took part in the Cromwell expedition and learned quickly how to adapt to the irregular style of warfare that led to the success of so many famous buccaneer raids across the Spanish Main and Caribbean Islands. Armed with buccaneer guns, plug bayonets, pistols, and cutlasses as well as the expert ability to use every one of them, the Veteran Freebooters are among the toughest fighters in the New World.

Experience Level: Veteran

Main Weapons: {
Buccaneer Guns,
Bayonets &
Standard Melee Weapons

Side Arms: Pistols

Fight: 6/6

Shoot: 6/6

Resolve: 5

Special Rules: Ball & Shot
Marksmen
Fast Reload
Sailors
Plug Bayonets



MILICES DES CARAÏBES

4 Points

These well armed civilians and Boucaniers learned much from the success of the French Buccaneers. They were the primary defense forces of the French Caribbean.

Experience Level: Inexperienced

Main Weapons: {
Buccaneer Guns
Standard Melee Weapons
Bayonets.

Side Arms: Pistols

Fight: 7/7

Shoot: 6/7

Resolve: 6

Special Rules: Drilled
Plug Bayonets

Plug Bayonets: A unit with Plug Bayonets may fix them to or remove them from their muskets as a free action. Plug Bayonets may only be used as a melee weapon when they are fixed to a musket. However, fixing bayonets gives that unit 1 additional Reload marker, and the muskets cannot be fired as long as bayonets are fixed. Use a marker to indicate that a unit has bayonets fixed.



Model: English Militia

MILICIENS

3 Points

Many French planters and other tradesmen were often pressed into service when needed. Especially when defending themselves from attack. These civilians were often equipped with poor quality weapons and it was reported that most did not even carry swords.

Experience Level: Inexperienced

Main Weapons: { Firelock Muskets
Standard Melee Weapons

Fight: 7/8

Shoot: 7/6

Resolve: 6

Special Rules: Elusive
Poorly Equipped



Model: English Militia

ENGAGES

4 Points

Engagés were indentured servants in the employ of Boucaniers and sometimes Flibustiers or Freebooters. As is often the case, those in servitude did not make the most willing participants in an engagement. However, these buccaneer retainers did learn some of the techniques of their masters and put down accurate musket fire when called to do so.

Experience Level: Inexperienced

Main Weapons: { Firelock Muskets
Standard Melee Weapons

Fight: 7/7

Shoot: 6/6

Resolve: 6

Special Rules: Ball & Shot
Timid
Buccaneer Retainers

Buccaneer Retainers: Only a single unit of Engagés may be included in a force for every unit of Flibustiers, Freebooters or Boucaniers also included in that force.

NEW COMMANDERS



CORSAIRS COMMANDER

UNTESTED

May Command
Spanish Corsairs Force

0 Points

Main Weapons: Pistol,
Standard Melee Weapon
Command Range: 4"
Command Points: 1
Special Rules: • Ruthless

EXPERIENCED

May Command
Spanish Corsairs Force

15 Points

Main Weapons: Pistol,
Standard Melee Weapon
Command Range: 8"
Command Points: 2
Special Rules: Lead by Example
Commodore
Ruthless

SEASONED

May Command
Spanish Corsairs Force

25 Points

Main Weapons: Pistol,
Standard Melee Weapon
Command Range: 12"
Command Points: 2
Special Rules: Lead by Example
Commodore
Broadside
Ruthless



PIRATE HUNTERS COMMANDER

UNTESTED

May Command
English Pirate Hunters Force

0 Points

Main Weapons: Brace of Pistols,
Standard Melee Weapon
Command Range: 4"
Command Points: 1
Special Rules: None

EXPERIENCED

May Command
English Pirate Hunters Force

15 Points

Main Weapons: Brace of Pistols,
Standard Melee Weapon
Command Range: 8"
Command Points: 2
Special Rules: Inspiring
Broadside

SEASONED

May Command
English Pirate Hunters Force

25 Points

Main Weapons: Brace of Pistols,
Standard Melee Weapon
Command Range: 12"
Command Points: 2
Special Rules: Inspiring
Broadside
Commodore



CHASSEURS COMMANDER

UNTESTED

May Command Chasseurs Force

0 Points

Main Weapons: Brace of Pistols or
Firelock Musket &
Standard Melee Weapon

Sidearm: Pistol (Only if Armed
with a Firelock musket)

Command Range: 8"

Command Points: 1

Special Rules: None

EXPERIENCED

May Command Chasseurs Force

15 Points

Main Weapons: Brace of Pistols or
Firelock Musket &
Standard Melee Weapon

Sidearm: Pistol (Only if Armed
with a Firelock musket)

Command Range: 12"

Command Points: 2

Special Rules: Inspiring

SEASONED

May Command Chasseurs Force

25 Points

Main Weapons: Brace of Pistols or
Firelock Musket &
Standard Melee Weapon

Sidearm: Pistol (Only if Armed
with a Firelock musket)

Command Range: 16"

Command Points: 2

Special Rules: Inspiring
Lead by Example



FRENCH MILITIA COMMANDER

UNTESTED

*May Command
French Caribbean Militia
or Chasseurs*

0 Points

Main Weapons: Brace of Pistols,
Standard Melee Weapon

Command Range: 8"

Command Points: 1

Special Rules: None

EXPERIENCED

*May Command
French Caribbean Militia
or Chasseurs*

15 Points

Main Weapons: Brace of Pistols,
Standard Melee Weapon

Command Range: 12"

Command Points: 2

Special Rules: Inspiring

SEASONED

*May Command
French Caribbean Militia
or Chasseurs*

25 Points

Main Weapons: Brace of Pistols,
Standard Melee Weapon

Command Range: 16"

Command Points: 2

Special Rules: Inspiring
Elusive