



DUTCH FACTIONS

DUTCH PRIVATEERS

FORCE SPECIAL RULES

- » All ships in this Force gain the Shallow Draft ship Trait.
- » This Force adds +2 to its roll when determining the attacker in a scenario.
- » This Force may choose one of the following options:

Zeelanders: When attacked by a unit that is 6" away or less, units in this Force may reroll a single failed Fatigue test die resultin from the attack.

West India Company: At the end of the turn, if this force has more Strike Points than it did at the end of the previous turn, remove 1 point of Fatigue from all non-Shaken units in this Force.

CORE UNITS

Zeelieden
Enter Ploeg
Kapers
European Sailors (Unaligned)

SUPPORT UNITS

Militie
Jewish Militia (Unaligned)

COMMAND OPTIONS

Any Dutch Sea Commander, Diego the Mulatto, Jan Erasmus Reyning, David Nassy, Abraham Crijnsen, or Piet Heyn

DUTCH CARIBBEAN MILITIA

FORCE SPECIAL RULES

- » This Force may choose one of the following options:

Zeelanders: When attacked by a unit that is 6" away or less, units in this Force may reroll a single failed Fatigue test die resultin from the attack.

West India Company: At the end of the turn, if this force has more Strike Points than it did at the end of the previous turn, remove 1 point of Fatigue from all non-Shaken units in this Force.

CORE UNITS

Militie
European Militia (Unaligned)
Kapers
Boslopers

SUPPORT UNITS

Militie Cavalerie
Militie Piekeniers
Jewish Militia (Unaligned)
Militie Artillerie or Zeelieden
Soldaten

COMMAND OPTIONS

Any Dutch Militia Commander, Peter Stuyvesant, or David Nassy



DUTCH FACTIONS

3

MILITIE

INEXPERIENCED

Main Weapon: Firelock Musket
and Standard Melee Weapon

SKILL/SAVE RESOLVE

Fight 6/7

Shoot 7/7

6

DRILLED

5

KAPERS

TRAINED

Main Weapon: Firelock Musket
and Standard Melee Weapon

SKILL/SAVE RESOLVE

Fight 6/6

Shoot 6/7

5

EXPERT SAILORS | ARTILLERY CREW | BRAWLERS

6

ENTER PLOEG

VETERAN

Main Weapons: Brace of Pistols
and Standard Melee Weapon

SKILL/SAVE RESOLVE

Fight 5/6

Shoot 6/7

4

EXPERT SAILORS | EXPERT ARTILLERY CREW

4

ZEELIEDEN

TRAINED

Main Weapons: Pistols and
Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 6/6

Shoot 7/7

5

EXPERT SAILORS | EXPERT ARTILLERY CREW | HARD CHARGERS



ENGLISH FACTIONS

ENGLISH CARIBBEAN MILITIA

FORCE SPECIAL RULES

» This force may re-roll any of its failed Fatigue and Rally test results during the game's first turn.

COMMAND OPTIONS

Any English Militia Commander, Colonel Edward Morgan, Sir Thomas Whetstone, or Henry Morgan

CORE UNITS

English Militia
Freebooters
Militia Cavalry

SUPPORT UNITS

Militia Pikemen
Veteran Freebooters
Militia Artillery Crew or Sea Dogs
Musketeers
African Warriors (Unaligned)

ENGLISH BUCCANEERS

FORCE SPECIAL RULES

- » Once per game, this force's 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.
- » This force always adds +2 to its roll to determine attacker.

COMMAND OPTIONS

Any English Buccaneer Commander, Barnard Speidryke, Robert Searle, John Morris, Samuel Moseley, Thomas Hewetson, Diego the Mulatto, Henry Morgan, or Jan Erasmus Reyning

CORE UNITS

Freebooters
Veteran Freebooters
Forlorn Hope
Sea Dogs
Kapers (Dutch)

SUPPORT UNITS

English Militia
Zeelieden (Dutch)
Enter Ploeg (Dutch)
Flibustiers (French)
Boucaniers (French)
Engagés (French)
Warrior Musketeers (Native Americans)



ENGLISH FACTIONS

6

FREEBOOTERS

TRAINED

Main Weapons: Buccaneer Guns,
Standard Melee Weapons

Side Arms: Pistols

SKILL/SAVE RESOLVE

Fight 6/6

Shoot 6/7

5

BALL & SHOT | *MARKSMEN* | *FAST RELOAD* | *SAILORS*

7

FORLORN HOPE

TRAINED

Main Weapons: Buccaneer
Guns, Brace of Pistols, Standard
Melee Weapons, Explosives

SKILL/SAVE RESOLVE

Fight 6/6

Shoot 6/7

4

BALL & SHOT | *FAST RELOAD* | *VANGUARD*

3

ENGLISH MILITIA

INEXPERIENCED

Main Weapons: Firelock
Muskets, Standard Melee
Weapons

SKILL/SAVE RESOLVE

Fight 6/7

Shoot 7/8

5

DRILLED

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*



EUROPEAN COLONIAL MILITIA



SPANISH TERCIOS

FORCE SPECIAL RULES

- » All Matchlock Musket armed units in this Force may exchange them for Heavy Matchlock Muskets or Carbines at no cost.
- » Veteran and Trained units in this Force ignore the effects of the *Poorly Equipped* Special Rule and gain the *Ruthless* Special Rule.
- » This force may not include a ship size 2 or larger.

COMMAND OPTIONS

Any Tercio Commander, Gaspar de Oviedo, Andrés de Ochoa y Zárate, or Francisco de Fuentes de Galarza

CORE UNITS

Soldados
Caballeria
Milicianos or Hostigadores

SUPPORT UNITS

Milicianos Artilleros
Lanceros or
European Pikemen (Unaligned)
Caballeria Lancero
Milicianos Indios

PORTUGUESE-BRAZILIAN TERCIOS & MILITIA

FORCE SPECIAL RULES

- » All Core units in this Force add the *Drilled* Special Rule at no cost.
- » Milicianos Indios in this Force may exchange Bows for Firelock Muskets as Main Weapons at no cost.

COMMAND OPTIONS

Any Sea Commander, any
European Commander,
or Francisco Barreto de Meneses

CORE UNITS

European Soldiers
European Militia or
Milicianos (Spanish)
Milicianos Indios (Spanish)
European Militia Cavalry
Caballeria Lancero (Spanish)

SUPPORT UNITS

European Pikemen
European Artillery Crew or
European Sailors
Jewish Militia



EUROPEAN COLONIAL MILITIA

6

EUROPEAN SOLDIERS

TRAINED

Main Weapons: Matchlock Musket,
Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 6/6

Shoot 7/7

5

EXPERTLY DRILLED | *BATTLE HARDENED*

4

EUROPEAN MILITIA CAVALRY

INEXPERIENCED

Equipment: Horses

Main Weapon: Brace of Pistols and
Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 6/7

Shoot 7/8

6

QUICK (ONLY WHILE MOUNTED)

2

EUROPEAN ARTILLERY CREW

INEXPERIENCED

Main Weapon:

Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 7/8

Shoot -/7

5

ARTILLERY CREW | *FIELD GUN*

6

SOLDADOS



TRAINED

Main Weapons: Matchlock Muskets
and Standard Melee Weapon

SKILL/SAVE RESOLVE

Fight 5/7

Shoot 6/7

5

EXPERTLY DRILLED | *RUTHLESS*

4

CABALLERIA



TRAINED

Equipment: Horses

Main Weapon: Brace of Pistols and
Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 6/6

Shoot 7/8

6

*QUICK** | *SKIRMISHERS** | *RUTHLESS (*ONLY WHILE MOUNTED)*

2

MILICIANOS ARTILLEROS



INEXPERIENCED

Main Weapon:

Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 7/7

Shoot -/7

6

ARTILLERY CREW | *FIELD GUN* | *RUTHLESS*



FRENCH FACTIONS

FRENCH CARIBBEAN MILITIA

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 its activation. This action may not be used to initiate or move away from a Melee Combat.

COMMAND OPTIONS

Any French Militia Commander, Jean Pinel, or Julien Lambert

CORE UNITS

Miliciens
Milices des Caraïbes
Boucaniers

SUPPORT UNITS

Milices à Cheval
Artillerie de Milice or Marins
Infanterie
Boucanière
Flibustiers
Engagés

FRENCH BUCCANEERS

FORCE SPECIAL RULES

» This Force adds +2 when determining the attacker in a scenario.
» Once per game, this Force's controlling player may discard all the Activation Cards in their hand and replace them with the same number without spending a Fortune Point.

COMMAND OPTIONS

Any French Buccaneer Commander, Monbars the Exterminator, Alexandre Bras de Fer, Jean Pinel, Julien Lambert, Francois l'Olonnais, Le Sieur de Grammont, Laurens de Graff, or Diego the Mulatto

CORE UNITS

Flibustiers
Boucaniers
Marins
Engagés

SUPPORT UNITS

Les Enfants Perdus
Zeelieden (Dutch)
Enter Ploeg (Dutch)
Kapers (Dutch)
Freebooters (English)
Veteran Freebooters (English)
African Warriors (Unaligned)
Warrior Musketeers (Native Americans)



FRENCH FACTIONS

7

BOUCANIERS

TRAINED

Main Weapon:

Buccaneer Guns,
Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 7/7

Shoot 5/6

6

BALL & SHOT | *FAST RELOAD* | *ELUSIVE* | *MARKSMEN*

6

FLIBUSTIERS

TRAINED

Main Weapons: Buccaneer

Guns, Brace of Pistols,
Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 5/7

Shoot 6/7

5

BALL & SHOT | *FAST RELOAD* | *SAILORS*

4

MARINS

INEXPERIENCED

Main Weapons: Firelock

Muskets, Standard Melee
Weapons

SKILL/SAVE RESOLVE

Fight 5/7

Shoot 7/7

5

SAILORS | *ARTILLERY CREW* | *HARD CHARGERS*

4

MILICES DES CARAIBES

TRAINED

Main Weapons: Buccaneer

Guns, Standard Melee
Weapons, Plug Bayonets.

Side Arms: Pistols

SKILL/SAVE RESOLVE

Fight 7/7

Shoot 6/7

6

DRILLED



NATIVE AMERICAN FACTIONS

All Native American factions have the following rules:

- » This force may not include size 2 or larger ships.
- » If this force is the attacker in a scenario, it may deploy half of its units (round down) following the *Lay in Wait* scenario rule.
- » Any ship included in this force gains the *Paddles* Trait.
- » This force may not include Artillery.

CARIBS (KALINAGO)

FORCE SPECIAL RULES

- » All units in this force gain the *Ruthless*, *Cunning*, and *The Sound of Thunder* Special Rules.
- » Bow armed units in this force may add the Poisoned Arrows Equipment to the entire unit for 3 points.

COMMAND OPTIONS

Any Southern Tribes Commander, Captain Tabary, or Captain Peter

CORE UNITS

Warrior Archers
Young Warriors
African Warriors (Unaligned)

SUPPORT UNITS

Warrior Musketeers
Warriors

CARIBBEAN TRIBES

FORCE SPECIAL RULES

- » Bow armed units in this force may add the Poisoned Arrows Equipment to the entire unit for 3 points.
- » All units in this force gain the *Skirmishers*, the *Sound of Thunder*, and *Rain of Arrows* Special Rules.

COMMAND OPTIONS

Any Southern Tribes Commander, or King Oldman

CORE UNITS

Young Warriors
Warrior Archers
Warriors

SUPPORT UNITS

Warrior Musketeers
African Warriors (Unaligned)



NATIVE AMERICAN FACTIONS



YOUNG WARRIORS

INEXPERIENCED

Main Weapon: Bows & Standard
Melee Weapons

SKILL/SAVE RESOLVE

Fight 6/8

Shoot 6/6



*QUICK | HIDDEN | SCOUTS | SUPPORT: WARRIORS,
WARRIOR ARCHERS AND WARRIOR MUSKETEERS*



WARRIOR MUSKETEERS

TRAINED

Main Weapon: Firelock Muskets
and Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 6/8

Shoot 6/6



EVADE | SLOW RELOAD | HIDDEN | SCOUTS



WARRIOR ARCHERS

TRAINED

Main Weapon: Bows &
Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 6/8

Shoot 5/6



EVADE | HIDDEN | SCOUTS



AFRICAN WARRIORS

TRAINED

Main Weapon: Bows &
Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 6/6

Shoot 6/6



ELUSIVE | SKIRMISHERS | QUICK | SCOUTS



PIRATES AND PRIVATEERS



PIRATES

FORCE SPECIAL RULES

- » When taking a Strike Test, this Force's commander may roll two d10 and choose the result.
- » If this Force is the attacker in an amphibious or sea scenario, it may fly false colors to deceive the opposing force. Roll one 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.

COMMAND OPTIONS

Any Sea Commander, any English or French Buccaneer Commander, or Jean Hamlyn

CORE UNITS

Sea Dogs (English)
Marins (French)
Marineros (Spanish)
Zeelieden (Dutch)
Freebooters (English)
Flibustiers (French)

SUPPORT UNITS

Kapers (Dutch)
Enter Ploeg (Dutch)
European Sailors or Pressed Men
Forlorn Hope (English)
or Les Enfants Perdus (French)



ENGLISH PIRATE HUNTERS

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.

COMMAND OPTIONS

Any English Pirate Hunter Commander, John Morris, Thomas Spragge, Henry Morgan, or Charles Carlile

CORE UNITS

English Militia
Sea Dogs

SUPPORT UNITS

Freebooters
Militia Pikemen
Veteran Freebooters
Zeelieden (Dutch)
Enter Ploeg (Dutch)
Kapers (Dutch)



PIRATES AND PRIVATEERS



SEA DOGS



TRAINED

Main Weapons: Pistols,
Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 6/6

Shoot 7/7

5

SAILORS | BRAWLERS | EXPERT ARTILLERY CREW



MARINEROS



TRAINED

Main Weapons: Pistols,
Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 5/7

Shoot 7/7

5

RUTHLESS | ARTILLERY CREW | POORLY EQUIPPED | SAILORS



MARINS



TRAINED

Main Weapon: Pistols,
Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 5/7

Shoot 7/7

5

SAILORS | ARTILLERY CREW | HARD CHARGERS



ZEELIEDEN



TRAINED

Main Weapon: Pistols,
Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 6/6

Shoot 7/7

5

EXPERT SAILORS | EXPERT ARTILLERY CREW | HARD CHARGERS



EUROPEAN SAILORS

TRAINED

Main Weapon: Pistols,
Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 6/7

Shoot 6/7

5

SAILORS | ARTILLERY CREW | BATTLE HARDENED



SPANISH FACTIONS

SPANISH CARIBBEAN MILITIA

FORCE SPECIAL RULES

- » This Force may deploy a single Unit with the Hidden, Elusive, or Skirmishers Special Rules following the Lay in Wait rules in the Scenarios section of the Blood & Plunder rule book (p. 144).

COMMAND OPTIONS

Any Spanish Militia Commander, Mateo Alonso de Huidobro, Cristobal Arnaldo de Issasi, Gaspar de Oviedo, Francisco de Peralta, Andrés de Ochoa y Zárate, Francisco de Fuentes de Galarza, or Manuel Rivero de Pardal

CORE UNITS

Milicianos or Hostigadores
Lanceros or Milicianos Piqueros
Caballeria

SUPPORT UNITS

Milicianos Artilleros or Marineros
Caballeria Lancero
Soldados or
European Soldiers (Unaligned)
Milicianos Indios

GUARDA COSTAS

FORCE SPECIAL RULES

- » This Force adds +2 when determining the attacker in a scenario.
- » All units in this Force with the Drilled Special Rule have the Sailors Special Rule instead.
- » All Trained and Veteran units in this Force ignore the Poorly Equipped Special Rule.

COMMAND OPTIONS

Any Guarda Costa Commander, Don Francisco, Philip Fitzgerald, Francisco de Peralta, Juan Corso, Manuel Rivero de Pardal, or Jan Erasmus Reyning (Dutch)

CORE UNITS

Marineros
Milicianos

SUPPORT UNITS

Lanceros or Marineros Piqueros
Milicianos Indios
Zeelieden (Dutch)
European Sailors (Unaligned)



SPANISH FACTIONS

6

MILICIANOS

INEXPERIENCED

Main Weapon:

Matchlock Muskets

Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 6/6

Shoot 7/8

6

DRILLED | RUTHLESS | POORLY EQUIPPED

5

LANCEROS

TRAINED

Main Weapons:

Lances

SKILL/SAVE RESOLVE

Fight 5/7

Shoot -/6

5

SCOUTS | ELUSIVE | RUTHLESS | SKIRMISHERS

4

MARINEROS

TRAINED

Main Weapons:

Pistols

Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 5/7

Shoot 7/7

5

SAILORS | ELUSIVE | QUICK | POORLY EQUIPPED

5

MILIANOS INDIOS

TRAINED

Main Weapons:

Bows

Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 5/8

Shoot 6/6

6

SCOUTS | ELUSIVE | QUICK | SKIRMISHERS



UNALIGNED FACTIONS

BRETHREN OF THE COAST

FORCE SPECIAL RULES

- » This Force adds +2 when determining the attacker in a scenario.
 - » Once per game, this Force's controlling player may discard all the Activation Cards in their hand and replace them with the same number without spending a Fortune Point.

COMMAND OPTIONS

Any Sea Commander, any English or French Buccaneer Commander, Henry Morgan, Monbars the Exterminator, William Kidd, or Diego the Mulatto.

CORE UNITS

Sea Dogs (English)
Marins (French)
Marineros (Spanish)
Zeelieden (Dutch)
Freebooters (English)
Veteran Freebooters (English)
Flibustiers (French)
Kapers (Dutch)

SUPPORT UNITS

Enter Ploeg (Dutch)
European Sailors or Pressed Men
Boucaniers (French)
Forlorn Hope (English) or
Les Enfants Perdus (French)

LOGWOOD CUTTERS

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 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 (Blood & Plunder rule book p. 143)
 - 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

Freebooters (English)
Flibustiers (French)
Engagés (French)

SUPPORT UNITS

Sea Dogs (English)
Marins (French)
Marineros (Spanish)
Zeelieden (Dutch)
Kapers (Dutch)
European Sailors
Boucaniers (French)
Veteran Freebooters (English)

COMMAND OPTIONS

Any Sea Commander, any English or French Buccaneer Commander,
John Morris



UNALIGNED FACTIONS

6

FREEBOOTERS

TRAINED

Main Weapon: Buccaneer Guns,
Standard Melee Weapons

Side Arms: Pistols

SKILL/SAVE RESOLVE

Fight 6/6

Shoot 6/7

5

BALL & SHOT | *MARKSMEN* | *FAST RELOAD* | *SAILORS*

7

LES ENFANTS PERDUS

TRAINED

Main Weapons: Buccaneer
Guns, Brace of Pistols, Standard
Melee Weapons, Explosives

SKILL/SAVE RESOLVE

Fight 5/8

Shoot 6/8

4

BALL & SHOT | *FAST RELOAD* | *VANGUARD* | *TOUGH*

6

FLIBUSTIERS

TRAINED

Main Weapons: Buccaneer
Guns, Brace of Pistols,
Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 5/7

Shoot 6/7

5

BALL & SHOT | *FAST RELOAD* | *SAILORS*

4

MARINEROS

TRAINED

Main Weapons:

Pistols

Standard Melee Weapons

SKILL/SAVE RESOLVE

Fight 5/7

Shoot 7/7

5

SAILORS | *ELUSIVE* | *QUICK* | *POORLY EQUIPPED*