Blood & Plunder

NEW

HISTORICAL
COMMANDERS

By *FIRELOCK GAMES*

Created by Mike Tuñez, Fred Barnard, Christopher Tuñez *&* Benerson Little.

BLAS MIGUEL

Blas Miguel, also called Bras Miguel or Biogio Michele, was a Corsican corsair who sailed under the Cross of Burgundy. He first appears on the historical record as mercenary in the employ of the Armada de Vizcainos. In 1687, the armada was sent to the Caribbean and clashed with the legendary captain Laurens de Graff. The filibuster earned a masterful victory over his Spanish foes, killing Miguel's brother in the process. Probably feeling bound by his Corsican code of honor, Miguel forsook his duty to the already fragile truce between France and Spain and set out to raze the filibuster stronghold of Petit Goave in retribution of his brother's blood. He arrived in stealth and took the fortress swiftly, but not before the sentinels sounded the alarm. The counter-attack came quickly and in force, finding the pillaging raiders in disarray. When the fog of war had lifted, the French had reclaimed the fort. Miguel must have been distraught to learn that de Graff, after whom he sought revenge, wasn't even there. A brief trial was held and Miguel, having no papers, was sentenced to be broken on the wheel.

May Lead Any Spanish Corsairs or Guarda Costas Force

25 Points

Main Weapons:	Pistol, Standard Melee Weapon
Command Range:	12"
Command Points:	2
Special Rules:	Hard Chargers
	Commodore
	Impulsive
	Tough

Impulsive: All friendly units within this commander's Command Range that are activated by a ♠ or ♥ card and are able to Shoot or Charge an enemy unit within 8" must do so. If the Charge would require a Throw Grapples action, it may be attempted once as a free action. If successful, the unit must declare the Charge action. If unsuccessful, the unit may continue to act as normal.

CHARLES CARLILE

Formerly the lieutenant of the HMS Ruby in 1682, then very briefly the captain of the Deptford Ketch, he commanded the HMS Francis, a sixth rate of sixteen small guns, in the Caribbean in 1683. Attached to the Governor of the Leeward Islands, Sir William Stapleton, his primary mission was to hunt pirates and prevent or retaliate against attacks by Native American Caribs (Kalinago). His ship was not "well founded" when he arrived, so the governor augmented his naval crew with a dozen infantry, plus two seamen from the HMS Ruby. A "brave and discreet young commander," Capt. Carlisle is best known for tracking the infamous pirate Jean Hamlyn and his ship, La Trompeuse of 32 great guns and 6 patereroes, to the island of St. Thomas, a pirate nest under the control of rogue Danish governor Adolphe Esmit.

The HMS Francis was fired upon by the pirate ship and the fort upon her entry into the harbor. Receiving no satisfactory answer from the governor as to why, and fearing an invitation from the governor was just a trick to capture him, Captain Carlile sent a boarding party against the pirate ship that night and, after exchanging shots with the pirates, burned her. An ember from the burning ship drifted across the air to the nearby hulk of a ship, setting it afire and burning it as well. The hulk, filled with cordage and other naval stores to support La Trompeuse, turned out to be the Santissima Trinidad, or Trinity, famous for having been captured by Bartholomew Sharp and the South Sea buccaneers at Panama, not to mention for having escaped with much of the riches of Panama during Henry Morgan's sack of Panama a decade earlier. Governor Esmit complained of the attack to Capt. Carlile, but to no avail—the loss of La Trompeuse doubtless hurt the governor's financial prospects.

The HMS Francis was lost in early 1684 due to damage from a hurricane that hit near Barbados, and with the ship her captain, "a brave hopeful young man."

May Lead English Pirate Hunters Force

25 Points

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

JOHN MORRIS

Though you won't find his name among such legends as Morgan or l'Olonnais, John Morris was their equal in everything but renown. In his time, he was one of the most respected and well-known Buccaneers to hail from Jamaica. It was Morris who defeated that notorious Spaniard Manuel Rivero de Pardal while being out gunned and out manned. And of all the captains on the Panama expedition he earned special favor with Sir Henry Morgan, always having his ear in council and being trusted to lead the center in the battle along with Laurens Prins. After the fallout of the expedition, which ushered in the anti-piracy government of Sir Thomas Lynch to Jamaica, Morris was spared from the gallows because his prudence and good reputation. Sometime after parting with Morgan, he and his crew went on to catch Spanish prizes off the coasts of Cuba; Morris resisted when his crew demanded the capture of an English vessel which was believed to have 15,000 pieces of eight. His reluctance to turn all-out pirate earned him a mutiny and he found himself marooned on Ilsa de Vaca. It was in this state in which he was apprehended by Lynch's pirate hunters. Morris was condemned as a pirate, but rather than be put to death or imprisoned he was pressed into the King's service as a pirate hunter. As Lynch said, "[He is] a very stout fellow and good pilot, and will not turn pirate." However, it seems Morris didn't have a taste for hunting down his old comrades and instead chose to carry out the rest of his career in the more lucrative business of cutting logwood.

May Lead English Buccaneers, Logwood Cutters or English Pirate Hunters Force

30 Points

Main Weapons:	Brace of Pistols, Standard Melee Weapon
Command Range:	16"
Command Points:	3
Special Rules:	Inspiring
	Lead by Example
	Broadside
	Vast Experience

Vast Experience: When this unit is activated, it may re-roll a single die on any Test taken during its activation, including any actions taken by a different unit using a Command Point.

CHARLES TORÉ

Boucanier leader on Saint-Domingue. More correctly, he was "sort of a chief" of boucaniers, for these hunters were very independent and any leadership was informal at best. Toré established a famous boucan at l'Acul des Pins, twelve miles south of the Bay of Bayaha on the north coast, which the Spanish long wanted to destroy. Boucaniers were always considered a threat by the Spanish on Hispaniola, and not just to their wild pigs, cattle, and horses, but to Spanish towns and villages as well. And Toré's group, however informally it operated, was larger than most. It did not help that boucaniers often sailed with French flibustiers, making them little more than pirates in Spanish eyes. Eventually, the Spanish decided to attack the boucan at l'Acul des Pins, almost certainly in part with La Cinquantaine, a company of mounted lanceros. But rather than raid the boucan, they bided their time and lay in ambush as the boucaniers and their engagés were crossing the Savane de Bayaha on their return from the harbor where they had carried their hides for sale. The Spanish, who had never ventured before into this area, attacked in force. Toré and his boucanier followers defended themselves valiantly and killed many of their enemies. Even so, the hunters were far outnumbered and after a long brave resistance were slaughtered to a man.

May Lead any French Chasseurs Force.

30 Points

Main Weapons:	Brace of Pistols or Firelock Musket & Standard Melee Weapon
Side Arm:	Pistol (Only if Armed with a Firelock musket)
Command Range:	16"
Command Points:	3
Special Rules:	Inspiring
	Guerilla Commander
	Local Knowledge

Guerilla Commander: Friendly units within this Command Range of this commander gain the Skirmishers Special Rule.

Local Knowledge: All units in this commanders force gain the Scouts Special Rule.

JEAN PINEL

Captain Pinel began his Caribbean career in the slave trade in 1681, commanding a two-hundred-ton ship as part of the French Senegal Company. In 1688, at the outbreak of the Nine Years' War (1688-1697), he attempted to raid the Dutch colony of Saba. The raid failed when a flibuster barque attacked prematurely. In 1690, Captain Pinel commanded militia at St. Christopher's and served bravely during the successful English attack on and capture of the island. Having lost his estate on the island due to the English victory, he and his family moved to Martinique, where Captain Pinel took to sea as a flibustier commander again; in part as a patriot, in part to hopefully recover part of his lost fortune. He initially commanded a brigantine named La Volante, more commonly known as La Malouine, of 6 guns of four and six-pound shot. The vessel was reputed the best sailor ever seen in the Americas.

Captain Pinel and his family were able to return to their estate on St. Christopher's at the end of the war. By this time, the militia and flibustier commander had recovered his wealth, and was one of the richest men on the island. He was also known for his charity and goodness of heart (at least to those who were not slaves), and by bad fortune this was his undoing. On January 14, 1700, as he set sail to take a poor family to settle at Pointe de Sable, a sentry on duty at the battery, not knowing Pinel's vessel had permission to leave, opened fire with a cannon as an order to anchor. But the cannon was aimed at the brigantine, and its round shot struck Captain Pinel in the belly and thigh. The valiant captain died soon after. The sentry was tried and convicted of dereliction of duty, and was sent to the galleys. His sergeant and officer were dismissed from their duties.

May Lead any French Caribbean Militia or French Buccaneers Force.

25 Points

Main Weapons:	Brace of Pistols, Standard Melee Weapons
Command Range:	12"
Command Points:	2
Special Rules:	Ship: La Volante
	Lead by Example
	Brawlers
	Broadside

Ship: La Volante: If this force includes a Brigantine with no more than 6 Cannons, its Windward value becomes 0" and it adds 1" to each Sail Setting above 0" when sailing Large.

JULIEN LAMBERT

Like many French Caribbean militia commanders of his era, Captain Julien Lambert was a flibustier primarily, but he commanded militia forces while ashore that including his own crew serving under him in this capacity when necesary. Flibustiers were often the backbone of French Caribbean defense ashore, and a strong component of French Caribbean defense at sea.

During the Nine Years' War (1688-1697), Captain Lambert served valiantly throughout as a flibustier and militia captain against the English. During a raid near Basseterre on St. Christopher's, Lambert and his men almost captured the English commander, Governor Sir Christopher Codrington, but for the alarm being given when Lambert's force ran into another French force and they opened fire on each other, each believing the other to be English. Lambert would later, between wars, reconcile jovially with Governor Codrington, who noted how much sleep Lambert's alarming raids had caused him to lose.

During the War of the Spanish Succession (1701-1714), Lambert served as a captain of militia early in the war, and remained well-known for his sense of honor. In 1703, he outfitted and commanded a flibustier barque of a mere six guns and twenty-four men. He captured numerous prizes, and made numerous "descents"—shore attacks—against English islands for two years, plundering them of slaves and material goods.

Captain Lambert was buried on Martinique on February 3, 1705. He was mourned not only by the French, but also by many of the English who had known him: never, they said, had they known a man more brave, honest, and generous than he. French Priest and close friend of Lambert, Father Jean-Baptiste Labat, would often describe him as the bravest and happiest privateer captain known in the Americas in many years.

May Lead any French Caribbean Militia or French Buccaneers Force.

25 Points

Main Weapons:	Brace of Pistols, Standard Melee Weapons
Command Range:	16"
Command Points:	2
Special Rules:	Very Inspiring
	Lead by example
	Unorthodox Force

Unorthodox Force: A force lead by this commander may take Flibustiers as Core units.