

Blood & Plunder

# RULEBOOK INDEX

By Firelock Games

A		Artillery - Structures, firing at	76
Abandan Amillany Assignment		Artillery - Switching Crews	73
Abandon Artillery Assignment	42,72	Artillery - Swivel Guns	77,78
Abandon Sweeps Assignment Abeam	42,84	Artillery - Targeting with	74
THE RESIDENCE OF THE PARTY OF T	83	Artillery Crew (Special Rule)	122
Access Points - in Structures	65	Artillery Crews	72
Access Points - Line of Sight	67	Artillery Crews - in Structures	72
Actions	33, 40	Artillery Crews - Models to Fire	72
Actions - Assignments	42, 43	Assignments	42, 43
Actions - by Experience Level	39		
Actions - Fatigue Effects on	40	B	
Actions - Free Actions	39	and the second second second second	
Actions - Limit	39, 40	Backwards Turns	85
Actions - with Activation Cards	38, 39	Ball & Shot	122
Activating Units	38	Basic Maneuvers	85
Activation Cards	32	Bayonets	ŞI
Activation Cards - Actions	39	Blinding Sun	130
Activation Cards - Drawing	38	Blunderbuss	57
Activation Cards - Event Cards	38	Boats	80,92
Activation Cards - Jokers	38	Boats - colliding with other boats	92
Activation Cards - Passing	38	Boats - colliding with ships	92
Advanced Maneuvers	42,86	Boats - Critical Damage table	70
Advanced Maneuvers - Box Hauling	86	Boats - Grappled to Ships	92
Advanced Maneuvers - Tacking	86	Boats - Launching from a ship	92
Advanced Maneuvers - Wearing	86	Boats - Throwing Grapples	92
Aggressive Commander	102	Bonus Dice	57
Amphibious Battle	132	Boucaniers	118
Anchored	<b>1</b>	Bows Bows	57
Arc of Fire - Artillery	74	Box Hauling	86
Arc of Fire - Cannons on Ships	91	Brace of Pistols	52
Arc of Fire - Units	33	Brace of Pistols - Ranged Attacks with	57
Area Terrain	бі	Bras de Fer, Alexandre	106
Area Terrain - and Line of Sight	бі	Brawlers	122
Area Terrain - Cover from	бі	Breach Fortification Critical Damage	68
Area Terrain - Mixed Types	62	Breakthrough Scenario	135, 136
Area Terrain - Rough	61	Breastwork Fortification	144
Artillery	72	Brethren of the Coast	120
Artillery - Hits on Units in Structures from	76	Brigantine	80, 121
Artillery - on Ships	91	Broadside! (special rule)	122
Artillery - Additional Hits	75	Buccaneer Guns	56
Artillery - Arc of Fire	74	Building a Force	94
Artillery - Arc of Fire on Ships	91	Building Critical Damage	68
Artillery - as Object Terrain	73	Building Critical Damage - Debris	68
Artillery - Cannons	78	Building Critical Damage - Fire	68
Artillery - Defensive Attacks from	74	Building Critical Damage - Total Collapse	68
Artillery Destroying	73	Buildings	64
Artillery - destroying field carriages	73		
Artillery - Fatigue Test from hits	76		
Artillery - Firing	72,74	is a line and the second $C$ in Figure	
Artillery - gaining Reload Markers	75	Cannons	78
Artillery - Heavy Cannons	77	Cannons - Arc of Fire on ships	91
Artillery - Light Cannons	77	Cannons - Outfitting on Ships	81,96
Artillery - Line of Sight, determining	74	Cannons - Ranged Attacks at Units in Structures	
Artillery - Medium Cannons	77	Cannons - Shoot Test with	75
Artillery - Moving	73	Capturing a Ship	90
Artillery - Pieces per Unit limit	72	Carbines	57
Artillery - Range Modifier, determining	75	Casualties	47
Artillery - Ranged Saves for	73	Casualties - from Debris	68
Artillery - Reloading	73	Casualties - from Deep Water	63
Artillery - Shoot Tests with	75	Casualties - from Falling Back in Structures	65
Artillery - Spike action	73	Casualties - from Melee Combat	49
Artillery - Stats Summaries	122	Casualties - from Ranged Combat	55
The state of the s		Sastaries - Irom Ranged Combat	"

Cassalities - from Sinking Boats Cassalities - Lune of Sight, determining Cassalities - Lune of Sight, determining Cassalities - Lune of Sight, determining Cassartophic Dumage Gapht Unawate Catagrephic Dumage Gapht Unawate Charge - Lune of Sight, determining Charge - Lune of Sight, determining Charge - Lune of Sight, determining Charge - Into Melec Combat Charge - Into	Casualties - from Shoals	63	Creating Scenarios	142
Causalries - From Sikhing Ships Causalries - Causalries - From Sikhing Ships Causalries - Causalries - From Sikhing Ships Causalries - Causalries - Causalries - From Market Ships Ship o Shi	Casualties - from Sinking Boats			STATE OF THE REAL PROPERTY.
Cautartophic Damange		AND PROPERTY.		
Castarphic Damage		THE OWNER WAS INCOME.		The state of the s
Caugh Linaware				•
Charge sail Setting 43 de Huddoro, Mateo Alonso 98 de Hordoro, Marce Alonso 98 de Issai, Crisobal Arnaldo 99 de Issai, Crisobal Arciso 99 de Issai, Crisobal Arcisobal 99 de Issai, Crisobal 99 de Issai, Crisobal 99 de Issai, Crisobal 99 de Issa				
Charge into Melec Combat 48 de Issai, Cristobal Arnaldo 98 Charge - into or out of Structures 66 Charge - through Inspassible Terrain 71 Charge - while climbing 51, 63 Debris Causalities from 68 Charge - while climbing 51, 63 Debris - Causalities from 68 Charge - while climbing 51, 63 Debris - Causalities from 68 Charge - while Climbing 51, 63 Debris - Causalities from 68 Charge - while Climbing 51, 63 Debris - Causalities from 68 Charge - while Climbing 51, 63 Debris - Causalities from 68 Charge - while Climbing 60, 69 Dedicated Action - Advanced Maneuver 86 Climbing - on Structures 60 Dedicated Action - Advanced Maneuver 86 Climbing - on Structures 60 Dedicated Action - Dismount 42 Dedicated Action - Relay (Unit is Shaken) 43 Conheive 31 Dedicated Action - Relay (Unit is Shaken) 42 Dedicated Action - Relay (Unit is Shaken) 43 Dedicated Action - Relay (Unit is Shaken) 42 Dedicated Action - Spice Arrillery 43 Collapsed Buildings - Line Stight, decermining 68 Dedicated Action - Spice Arrillery 43 Dedicated Action - Spice Arrillery 44 Dedicated Action - Spice Arrillery 45 Dedicated				
Charge - into Melec Combate Charge - into out of Structures Charge - through Impassable Terrain Charge - white (limbing 51, 62) Charge - white (limbing 51, 62) Charge - white (limbing 51, 63) Charge - white (limbing 51, 64) Chear Death 126 Charter Charter Charter 121 Chear Decks 80 Collimbing - who or of Open Topped Structures 60 Climbing - with Artillery 73 Collapsed Buildings - Into of Sight, determining 60 Collapsed Buildings - Lime of Sight, determining 61 Collapsed Buildings - Lime of Sight, determining 62 Collisions - Boat to Boat Collisions - Boat to Boat Collisions - Boat to Boat Collisions - Ship to Ship 63 Collisions - Ship to Ship 64 Collisions - Ship to Ship 65 Collisions - Ship to Ship 67 Command Points 67 Command Foints 67 Command Foints 68 Commanders 69 Commanders 60 Cover - French Bidsoric 60 Cover - French Midsoric 60 Cover - French				BUT STEEL STATE
Charge - into or our of Structures Charge - through Rough Terrain Charge - while climbing Charge - while climbing St. 63 Charge - while kinks, Lances, Bayonets The Climbing - who are of Open Topped Structures The Climbing - who are of Open Topped Structures The Climbing - who fartillery The		BELLEVILLE STREET, STR		PERCHAPITATION OF THE
Charge - through Rough Terrain   71 Charge - while climbing   51, 63   Debris - Casualtics from   68, 69 Charge - with Pikes, Lances, Bayoneus   71   Debris - Casualtics from   68 Chaers   721   Decks   80 Chaers   721   Decks   80 Chaers   721   Decks   80 Chaers   722   Decks   80 Climbing - into or out of Open Topped Structures   67 Climbing - on Structures   67 Climbing - on Structures   69 Climbing - on Structures   73   Dedicated Action - Dimonoun   42 Climbing - on Structures   73   Dedicated Action - Fight   42 Collipsed Buildings - 1 Terrain   63 Collapsed Buildings - 1 Terrain   63 Collapsed Buildings - 1 Terrain   63 Collapsed Buildings - Linis, effects on   62 Collisions - Boat to Boat   62 Collisions - Boat to Ship   62 Collisions - Boat to Ship   62 Collisions - Boat to Ship   63 Collisions - Ship to Stationary Object   83 Collisions - Ship to Stationary Object   83 Collisions - Ship to Stationary Object   83 Collisions - Goat to Ship   64 Command Points   44 + 4 Command Range   Defensive Attacks - with Narillery   74 Commanders - Core Units, deploying in   92 Commanders - Core Units, deploying in   93 Commanders - Core Units, deploying in   93 Commanders - English Militia   101 Commanders - English Militia   102 Commanders - Spanish Fastoric   98 Control Zone - in Structure Sections   67 Cover - Hard Gower   47 Cover - from Strikpots   69 Cover - Hard Gower   69 Cover - Hard Gower   69 Cover - Instructure Sections   67 Cover - from Terrain   61 Cover - from Strikpots   69 Cover - in Structure Sections   67 Cover - from Strikpots   69 Cover - in Structure Sections   67 Cover - from Strikpots   69 Cover - in Structure Sections   67 Cover - from Strikpots   69 Cover - in Structure Sections   67 Cover - f	A STATE OF THE PARTY OF THE PAR		de Pardel, Manuel Rivero	99, 100
Charge - while clinbing 51, 63 Chear Death 126 Chear Death 126 Climbing - who Arullery 62 Climbing - who Arullery 73 Climbing - who Arullery 73 Collimbing - who Arullery 73 Collapsed Buildings - Lar Crain 63 Collapsed Buildings - Lar Crain 64 Collisions - Boat to Boat 62 Collapsed Buildings - Lar Crain 64 Collisions - Boat to Boat 62 Collisions - Boat to Boat 62 Collisions - Shap 64			The second secon	
Charge - while climbing			$\mathcal{D}$	
Charge - with Pikes, Lances, Bayonets 91 Debris - Casualties from 68 Charers 121 Decks 80 Dedicated Action - Advanced Maneuver 86 Dedicated Action - Advanced Maneuver 86 Dedicated Action - Dedicated Action - Advanced Maneuver 86 Dedicated Action - Dedicated Action - Dedicated Action - Dedicated Action - Fight 42 Dedicated Action - Spike Artillery 43 Dedicated Action - Spike Artillery 44 Dedicated Action - Spike Artillery 45 December Attacks - with Artillery 45 December 45 December Attacks - with Artillery 45 December Attacks - with Artillery 45 Defensive Attacks - with Artillery 45 Defensive Attacks - with Small Arms 47, 48 Defensive Attacks - with Swite Guns 78 Defensive Attacks - with Swite Guns 78 Defensive Attacks - with Swite Guns 78 Defensive Attacks - with Thrown Weapons Defensive Attacks - W		A CONTRACTOR OF THE PARTY OF TH	Dobaio	60 60
Chear Death Dedicated Action - Advanced Maneuver 86 Climbing - on Structures 67 Climbing - on Structures 68 Climbing - on Structures 69 Climbing - with Artillery 73 Collapsed Buildings - Sa Terrain 68 Collapsed Buildings - Sa Terrain 68 Collapsed Buildings - Units, effects on 68 Collaisons - Noat to Ship 69 Collisions - Shoat to Ship 92 Deep Water - Casualties from 63 Collisions - Ship to Ship Bart - Ship Osin Bart - Markets - With Pist - Lances, Bayonets Collisions - Ship to Ship 60 Collisions - Ship 60 Collisions - Ship 60 Collisions - Ship 60 Collisions - Sh				A STATE OF THE STATE OF
Climbing				
Climbing - into or out of Open Topped Structures 67 Dedicated Action - Advanced Maneuver 42 Climbing - into or out of Open Topped Structures 67 Dedicated Action - Dismount 42 Dedicated Action - Dismount 42 Climbing - with Artillery 73 Dedicated Action - Repair 42 Dedicated Action - Repair 42 Dedicated Action - Repair 42 Dedicated Action - Stapik Artillery 42 Dedicated Action - Stapik Artillery 43 Dedicated Action - Stapik Artillery 44 Dedicated Action - Stapik Artillery 45 Dedicated Action - Start Fire 44 Dedicated Action - Start Fire 44 Dedicated Action - Start Fire 45 Deep Water - State 50 Deep Water - Models in 63 Deep Water - Models in 64 Defensive Attacks - with Pikes, Lances, Bayonets 50 Defensive Attacks - with Pikes, Lances, Bayonets 50 Defensive Attacks - with Small Arms 50 Defensive Attacks - with Thrown Weapons 52 Defensive Attacks - With Thrown Weapons 52 Defensive Attacks - With Thrown Weapons 52 Defensive Attacks - English Historic 50 Determination (special rule) 50 Dete				
Climbing - into or out of Open Topped Structures 60 Dedicated Action - Dismount 42 Climbing - on Structures 60 Dedicated Action - Fight 42 Collapsed Buildings - Line of Sight, determining 68 Dedicated Action - Repair 42 Collapsed Buildings - Line of Sight, determining 68 Dedicated Action - Spike Artillery 42 Collapsed Buildings - Line of Sight, determining 68 Dedicated Action - Spike Artillery 42 Collapsed Buildings - Line of Sight, determining 68 Dedicated Action - Spike Artillery 42 Collapsed Buildings - Line of Sight, determining 68 Dedicated Action - Spike Artillery 42 Collapsed Buildings - Line of Sight, determining 68 Deep Water - Casualties from 69 Collisions - Shat to Shat Collisions - Shap to Shationary Object 88 Defender 88 Defensive Attacks - with Artillery 74 Command Points Command Range 80 Commanders - Care Units, deploying in 95 Defensive Attacks - with Smill Arms 97 Commanders - Creating a Force 97 Commanders - English Buccancer 101 Destroyed - Boat Critical Damage 70 Commanders - English Buccancer 102 Commanders - English Historic 103 Commanders - English Militia 101 Commanders - English Militia 104 Commanders - English Militia 105 Commanders - French Buccancer 105 dice 106 Commanders - Spanish, Guarda Costa 107 Commanders - Spanish Militia 107 Commanders - Spanish Militia 107 Commanders - Spanish, Guarda Costa 108 Commanders - Spanish, Spanish Militia 109 Commanders - Spanish, Spanish Militia 107 Commondore 108 Control Lone 109 100 100 100 100 100 100 100 100 100				The second second
Climbing - on Structures 60 Dedicated Action - Fight 42 Climbing - with Artillery 73 Dedicated Action - Rally (Unit is Shaken) 42 Dedicated Action - Rally (Unit is Shaken) 42 Dedicated Action - Rally (Unit is Shaken) 42 Dedicated Action - Rapair 42 Dedicated Action - Spake Artillery 43 Dedicated Action - Start Fire 42 Dedicated Action - Start Fire 42 Dedicated Action - Spake Artillery 43 Dedicated Action - Start Fire 44 Dedicated Action - Start Fire 42 Dedicated Action - Start Fire 43 Dedicated Action - Spake Artillery 43 Dedicated Action - Start Fire 44 Dedicated Action - Start Fire 44 Dedicated Action - Spake Artillery 44 Dedicated Action - Start Fire 45 Dedicated Action - Fire fire fire fire fire fire fire fire f				
Climbing - with Artillery cohesive 33  Dedicated Action - Rally (Unit is Shaken) 42  Collapsed Buildings - as Terrain 68  Collapsed Buildings - Line of Sight, determining 68  Collapsed Buildings - Line of Sight, determining 68  Collapsed Buildings - Line of Sight, determining 68  Collapsed Buildings - Units, effects on 68  Deep Water - Casualties from 63  Collisions - Boat to Ship 92  Deep Water - Models in 65  Collisions - Ship to Ship to Ship Collisions - Ship Collision - Ship Collisions - Ship Collision - S				42
cohesive Collapsed Buildings - as Terrain Collapsed Buildings - Line of Sight, determining Collapsed Buildings - Units, effects on Collisions - Boat to Ship Collisions - Shart to Ship Solitons - Ship to Ship Collisions - Ship to Ship Collisions - Ship to Stationary Object  Rommand Points Command Points Command Range Commanders Commande		60		42
Collapsed Buildings - as Terrain Collapsed Buildings - Line of Sight, determining Collapsed Buildings - Line of Sight, determining Collapsed Buildings - Line of Sight, determining Collapsed Buildings - Units, effects on  68 Deep Water - Casualties from 63 Collisions - Boat to Boat Collisions - Boat to Ship 92 Deep Water - Casualties from 63 Collisions - Ship to Stationary Object 88 Defender 133 Collisions - Ship to Stationary Object 88 Defensive Attacks - with Artillery 74 Command Points Commanders Commanders Commanders Commanders Core Units, deploying in Commanders - English Buccaneer Commanders - English Buccaneer 101 Commanders - English Buccaneer 102 Commanders - English Buccaneer 103 Commanders - English Historic 102 Commanders - English Historic 103 Commanders - English Historic 104 Commanders - French Buccaneer 105 Commanders - French Buccaneer 106 Commanders - French Buccaneer 107 Commanders - Legendary Spanish 118 119 119 119 119 119 119 119 119 119	Climbing - with Artillery	73		42
Collapsed Buildings - Units, effects on 68 Deep Water Casualties from 63 Collapsed Buildings - Units, effects on 68 Deep Water Casualties from 63 Collisions - Boat to Boat Collisions - Ship to Ship 92 Deep Water - Models in 52 Deep Water Casualties from 63 Collisions - Ship to Ship 87-88 Defensive Attacks - with Artillery 74 Defensive Attacks - with Pikes, Lances, Bayonets 74 Defensive Attacks - with Small Arms 74 Perfect of Smannarders Core Units, deploying in 95 Defensive Attacks - with Small Arms 78 Defensive Attacks - with Small Arms 78 Defensive Attacks - with Small Arms 79 Defensive Attacks		33		42
Collapsed Buildings - Units, effects on 68 Deep Water 63 October 63 October 64 October 65 October 6	Collapsed Buildings - as Terrain	68	Dedicated Action - Spike Artillery	42
Collisions - Boat to Boat Collisions - Boat to Binp Collisions - Ship to Ship Collisions - Ship to Stationary Object Romand Range Command Points Command Points Command Range Commanders Commanders Commanders Commanders Commanders Commanders - Gore Units, deploying in Commanders - English Historic Commanders - English Historic Commanders - English Legendary Commanders - English Legendary Commanders - French Historic Commanders - French Historic Commanders - French Historic Commanders - Spanish, Guarda Costa Commonder - Instructure Sections Core Units Core - Instructure Sections Core - Instructure Sections Core - Instructure Sections Core - Instructure Sections Cover - From Terrain Cover - From Terrain Cover - From Terrain For Melee Saves  pelensive Attacks - with Pikes, Lances, Bayonets pleefensive Attacks - with Pikes, Lance	Collapsed Buildings - Line of Sight, determining	68	Dedicated Action - Start Fire	42
Deep Water - Models in   G3	Collapsed Buildings - Units, effects on	68	Deep Water	63
Collisions - Ship to Ship   87-88   Defender   133	Collisions - Boat to Boat	92	Deep Water - Casualties from	63
Collisions - Ship to Stationary Object   88	Collisions - Boat to Ship	92	Deep Water - Models in	63
Command Points	Collisions - Ship to Ship	87-88	Defender	133
Command Points	Collisions - Ship to Stationary Object	88	Defensive Attacks - with Artillery	74
Defensive Attacks - with Small Arms		43, 44	Defensive Attacks - with Pikes, Lances, Bayonets	
Commanders   36, 43   Defensive Attacks - with Swivel Guns   78	Command Range		Defensive Attacks - with Small Arms	47, 48
Defensive Attacks - with Thrown Weapons   52		36, 43	Defensive Attacks - with Swivel Guns	Section 1987 Committee of
Commanders - Creating a Force   97	Commanders - Core Units, deploying in	TO THE PARTY OF TH	Defensive Attacks - with Thrown Weapons	
Commanders - English Buccaneer Commanders - English Historic Commanders - English Historic Commanders - English Historic Commanders - English Militia 101 Determination (special rule) Obettermine Attacker & Defender 133 Commanders - English Militia 101 Determining the Victor 134 Commanders - French Buccaneer 105 dice 30 Commanders - French Historic 106 Dismount 42 Commanders - Legendary Spanish 99, 100 Distraction 143 Commanders - Spanish Historic 98 Draft Value 81, 87 Commanders - Spanish, Guarda Costa 97 Drifting 83, 84 Commanders - Spanish, Spanish Militia 97 Drilled 122 Drunk 143 Consolidate Control Lone 138, 139 E Control Lone - in Structure Sections 65 Control Zone - in Structure Sections 65 Core Units 05 Cover 47, 55, 56 Elusive Cover - Advisibility Range 64 Engaged 49, 50 Cover - from Area Terrain 61 English Buccaneer Commanders 102 Cover - from Stinkpots 58 English Cambean Militia 114 Cover - from Terrain 62 English Commanders - Historic 102 Cover - From Terrain for Melee Saves 51 English Commanders - Historic 103 Cover - Hard Gover 104 English Militia Commanders 105 Cover - Hard Gover 105 Cover - Ranged Saves with 54 Equipment 104 Equipment 105  Determination (special rule) 133 Determine Attacker & Defender 133 Determine Attacker & Defender 134 Determine Attacker & Defender 134 Determination (special rule) 142 Determination (special rule) 142 Determination (special rule) 143 Determination (special rule) 142 Determination (special rule) 143 Determination (special rule) 143 Determination (special rule) 142 Drunk 143 Determination (special rule) 143 Determination (special rule) 144 Determination (special rule) 145 Determination (special rule) 143 Determination (special rule) 143 Determination (special rule) 143 De				
Commanders - English Historic         102         Determination (special rule)         98           Commanders - English Legendary         103, 104         Determine Attacker & Defender         133           Commanders - English Militia         101         Determining the Victor         134           Commanders - French Buccaneer         105         dice         30           Commanders - French Historic         106         Dismount         42           Commanders - Legendary Spanish         99, 100         Distraction         143           Commanders - Spanish Historic         98         Draft Value         81, 87           Commanders - Spanish, Guarda Costa         97         Drifting         83, 84           Commonders - Spanish, Spanish Militia         97         Drilled         122           Commonders - Spanish, Spanish Militia         97         Drunk         143           Commonders - Spanish, Guarda Costa         97         Drifting         83, 84           Commonders - Spanish, Guarda Costa         97         Drilled         122           Commonders - Spanish, Militia         97         Drunk         143           Confusion         128         122         122           Confusion         128         122         122 </td <td>the state of the s</td> <td></td> <td>Destroyed - Boat Critical Damage</td> <td>The street will be</td>	the state of the s		Destroyed - Boat Critical Damage	The street will be
Commanders - English Legendary         103, 104         Determine Attacker & Defender         133           Commanders - English Militia         101         Determining the Victor         134           Commanders - French Buccancer         105         dice         30           Commanders - French Buccancer         106         Dismount         42           Commanders - French Historic         98         Draft Value         81, 87           Commanders - Spanish Historic         98         Draft Value         81, 87           Commanders - Spanish, Guarda Costa         97         Drifting         83, 84           Commanders - Spanish, Spanish Militia         97         Drilled         122           Commodore         122         Drunk         143           Comfusion         128         Incompany         Incompany           Consolidate         49         Incompany         Incompany           Control Lone - in Structure Sections         65         Elevation         56           Cort Units         95         Elusive         122           Cover         47, 55, 56         Encounter (Scenario)         141, 142           Cover - from Area Terrain         61         English Buccancer Commanders         101           Cover				
Determining the Victor				Company of the Compan
Commanders - French Buccaneer         105         dice         30           Commanders - French Historic         106         Dismount         42           Commanders - Legendary Spanish         99, 100         Distraction         143           Commanders - Spanish Historic         98         Draft Value         81, 87           Commanders - Spanish Historic         98         Drifting         83, 84           Commanders - Spanish, Guarda Costa         97         Drilled         122           Commodore         122         Drunk         143           Confusion         128         Drunk         143           Consolidate         49         E         E           Control Lone - in Structure Sections         65         Elevation         56           Core Units         95         Elevation         56           Core Units         95         Elevation         56           Cover On Teach         47, 55, 56	(2) (1) (1) (1) (1) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2	Charles and the same of the sa	· 图1000 新建筑等。种种内容的一种 100 全部的 100 100 100 100 100 100 100 100 100 10	
Commanders - French Historic         106         Dismount         42           Commanders - Legendary Spanish         99, 100         Distraction         143           Commanders - Spanish Historic         98         Draft Value         81, 87           Commanders - Spanish, Guarda Costa         97         Drifting         83, 84           Commanders - Spanish, Spanish Militia         97         Drilled         122           Commodore         122         Drunk         143           Consolidate         49         E         6           Control the Field Scenario         138, 139         E         E           Control Zone         33         Elevation - Line of Sight, effects on         56           Core Units         95         Elusive         122           Cover Units         95         Encounter (Scenario)         141, 142           Cover - and Visibility Range         64         Engaged         49, 50           Cover - from Area Terrain         61         English Buccaneer Commanders         101           Cover - from Stinkpots         38         English Garibbean Militia         114           Cover - from Terrain         62         English Commanders - Historic         102           Cover - from Terrain for				
Commanders - Legendary Spanish  Commanders - Spanish Historic  98  Draft Value  81, 87  Commanders - Spanish, Guarda Costa  97  Drifting  83, 84  Commanders - Spanish, Spanish Militia  97  Drilled  Drunk  143  Commodore  122  Drunk  Control Scone  Control Zone  Control Zone  Gore Units  Cover - And Visibility Range  Cover - from Area Terrain  Cover - from Stinkpots  61  Cover - from Stinkpots  62  Cover - from Terrain  62  Cover - from Terrain  63  Cover - from Terrain  64  Cover - from Terrain  65  Cover - In Structure Sections  67  English Commanders - Legendary  Cover - In Structure Sections  67  English Commanders - Legendary  Cover - In Structure Sections  67  English Militia Commanders  101  Cover - In Structure Sections  67  English Militia Commanders  101  Cover - In Structure Sections  67  English Militia Commanders  101  Cover - Pikes, effects on  52  English Militia Faction  115  Cover - Pikes, effects on  52  English Militia Faction  115  Cover - Pikes, effects on  52  English Militia Faction  115  Cover - Ranged Saves with  54  Equipment  124			THE RESIDENCE OF THE PROPERTY	STATE OF THE PARTY AND ADDRESS.
Commanders - Spanish Historic         98         Draft Value         81, 87           Commanders - Spanish, Guarda Costa         97         Drifting         83, 84           Commanders - Spanish, Spanish Militia         97         Drilled         122           Commodore         122         Drunk         143           Confusion         128			THE RESERVE THE PARTY OF THE PA	
Commanders - Spanish, Guarda Costa  Commanders - Spanish, Spanish Militia  Gommodore  122  Drunk  143  Confusion  128  Consolidate  Control the Field Scenario  Control Zone - in Structure Sections  Gore Units  Cover - and Visibility Range  Cover - from Area Terrain  Cover - from Stinkpots  Cover - from Terrain  Cover - in Structure Sections  50  English Commanders - Standard  Cover - In Structure Sections  51  English Commanders - Historic  English Commanders - Standard  Cover - In Structure Sections  52  English Militia Commanders  Cover - In Structure Sections  53  Cover - In Structure Sections  54  English Commanders - Standard  55  English Militia Commanders  56  English Militia Commanders  57  English Militia Commanders  58  English Militia Commanders  59  Cover - Hard Gover  50  Cover - Pikes, effects on  52  English Militia Faction  515  English Militia Faction  516  English Militia Faction  517  English Militia Faction  518  English Militia Faction  519  English Militia Faction  510  Cover - Ranged Saves with  54  Equipment  124				
Commanders - Spanish, Spanish Militia         97         Drilled         122           Commodore         128         143           Confusion         128         143           Consolidate         49         E           Control the Field Scenario         138, 139         Elevation           Control Zone - in Structure Sections         65         Elevation - Line of Sight, effects on         56           Core Units         95         Elusive         122           Cover         47, 55, 56         Encounter (Scenario)         141, 142           Cover - and Visibility Range         64         Engaged         49, 50           Cover - from Area Terrain         61         English Buccaneer Commanders         101           Cover - from Stinkpots         58         English Buccaneers Faction         114           Cover - from Terrain         62         English Caribbean Militia         114           Cover - from Terrain for Melee Saves         51         English Commanders - Historic         102           Cover - Hard Cover         56         English Commanders - Legendary         103, 104           Cover - Pikes, effects on         52         English Militia Commanders         101           Cover - Ranged Saves with         54         E				
Commodore         122         Drunk         143           Confusion         128         E           Consolidate         49         E           Control the Field Scenario         138, 139         E           Control Zone         33         Elevation - Line of Sight, effects on         56           Core Units         95         Elusive         122           Cover         47, 55, 56         Encounter (Scenario)         141, 142           Cover - and Visibility Range         64         Engaged         49, 50           Cover - from Area Terrain         61         English Buccaneer Commanders         101           Cover - from Stinkpots         61         English Buccaneers Faction         114           Cover - from Stinkpots         58         English Caribbean Militia         114           Cover - from Terrain         62         English Commanders - Historic         102           Cover - from Terrain for Melee Saves         51         English Commanders - Legendary         103, 104           Cover - Hard Cover         56         English Commanders - Standard         101           Cover - in Structure Sections         67         English Militia Commanders         101           Cove			1. 图 1 (m) 2. 题 2. 图 2. 图 2. 图 3. 图 3. 图 3. 图 3. 图 3. 图	
Confusion 128  Consolidate 49  Control the Field Scenario 138, 139  Control Zone 33  Elevation 56  Control Zone - in Structure Sections 65  Core Units 95  Cover - and Visibility Range 64  Cover - from Area Terrain 61  Cover - from Stinkpots 61  Cover - from Terrain 62  Cover - from Terrain 62  Cover - from Terrain 64  Cover - from Terrain 65  Cover - from Terrain 66  Cover - from Terrain 67  Cover - from Terrain 67  Cover - from Terrain 68  Cover - from Terrain 69  Cover - Hard Cover 69  Cover - Hard Cover 69  Cover - Hard Cover 69  Cover - Pikes, effects on 69  Cover - Pikes, effects on 69  Cover - Ranged Saves with 64  Equipment 124				
Control the Field Scenario  Control Zone  Gontrol Zone - in Structure Sections  Gore Units  Gover - and Visibility Range  Cover - from Area Terrain  Cover - from Stinkpots  Cover - from Stinkpots  Cover - from Terrain  Gover - from Terrain  Cover - Hard Cover  Cover - Hard Cover  Cover - From Structure Sections  Gover - Ranged Saves with  54  Equipment  Levation  56  Elevation  56  Elevation  56  Encounter (Scenario)  English Buccaneers  Faction  114  114  114  114  115  115  115  11			Drunk	143
Control the Field Scenario  Control Zone  Control Zone - in Structure Sections  Go Elevation - Line of Sight, effects on  Gore Units  Gover - 47, 55, 56  Cover - and Visibility Range  Cover - from Area Terrain  Gover - from Stinkpots  Cover - from Terrain  Gover -				
Control Zone 33 Elevation 56 Control Zone - in Structure Sections 65 Elevation - Line of Sight, effects on 56 Core Units 95 Elusive 122 Cover - 47, 55, 56 Encounter (Scenario) 141, 142 Cover - and Visibility Range 64 Engaged 49, 50 Cover - from Area Terrain 61 English Buccaneer Commanders 101 Cover - from Objects 61 English Buccaneers Faction 114 Cover - from Stinkpots 58 English Caribbean Militia 114 Cover - from Terrain 62 English Commanders - Historic 102 Cover - from Terrain for Melee Saves 51 English Commanders - Legendary 103, 104 Cover - Hard Cover 56 English Commanders - Standard 101 Cover - in Structure Sections 67 English Militia Commanders 101 Cover - Pikes, effects on 52 English Militia Faction 115 Cover - Ranged Saves with 54 Equipment 124			The second of th	8.
Control Zone - in Structure Sections  65  Core Units  95  Elevation - Line of Sight, effects on  56  Cover Units  95  Elusive  Encounter (Scenario)  141, 142  Cover - and Visibility Range  64  Engaged  49, 50  Cover - from Area Terrain  61  English Buccaneer Commanders  101  Cover - from Objects  61  English Buccaneers Faction  114  Cover - from Stinkpots  58  English Caribbean Militia  114  Cover - from Terrain  62  English Commanders - Historic  Cover - from Terrain for Melee Saves  51  English Commanders - Legendary  Cover - Hard Cover  56  English Commanders - Standard  101  Cover - in Structure Sections  67  English Militia Commanders  101  Cover - Pikes, effects on  52  English Militia Faction  115  Cover - Ranged Saves with  54  Equipment		138, 139	E	CAN PURSUAL SERVICE
Core Units  Cover - and Visibility Range  Gover - and Visibility Range  Gover - from Area Terrain  Gover - from Objects  Gover - from Stinkpots  Gover - from Terrain  Gover - Hard Cover  Gover - Hard Cover  Gover - From Terrain  Gover - From		33	Elevation	56
Cover - and Visibility Range 64 Engaged 49,50  Cover - from Area Terrain 61 English Buccaneer Commanders 101  Cover - from Objects 61 English Buccaneers Faction 114  Cover - from Stinkpots 58 English Caribbean Militia 114  Cover - from Terrain 62 English Commanders - Historic 102  Cover - from Terrain for Melee Saves 51 English Commanders - Legendary 103, 104  Cover - Hard Cover 56 English Commanders - Standard 101  Cover - in Structure Sections 67 English Militia Commanders 101  Cover - Pikes, effects on 52 English Militia Faction 115  Cover - Ranged Saves with 54 Equipment 124		65	Elevation - Line of Sight, effects on	56
Cover - and Visibility Range  Cover - from Area Terrain  GI  English Buccaneer Commanders  Figure 1	Core Units	95	Elusive	122
Cover - from Area Terrain  61 English Buccaneer Commanders  101 Cover - from Objects 61 English Buccaneers Faction 114 Cover - from Stinkpots 58 English Caribbean Militia 114 Cover - from Terrain 62 English Commanders - Historic 102 Cover - from Terrain for Melee Saves 51 English Commanders - Legendary 103, 104 Cover - Hard Cover 56 English Commanders - Standard 101 Cover - in Structure Sections 67 English Militia Commanders 101 Cover - Pikes, effects on 52 English Militia Faction 115 Cover - Ranged Saves with 54 Equipment 124		47, 55, 56	Encounter (Scenario)	141, 142
Cover - from Area Terrain  Cover - from Objects  G1  English Buccaneer Commanders  IOI  Cover - from Objects  G2  English Caribbean Militia  II4  Cover - from Terrain  G2  English Commanders - Historic  Cover - from Terrain for Melee Saves  G3  English Commanders - Legendary  English Commanders - Legendary  IOI  Cover - Hard Cover  G0  Cover - in Structure Sections  G7  English Militia Commanders  IOI  Cover - Pikes, effects on  G2  English Militia Faction  II5  Cover - Ranged Saves with  G1  English Militia Faction  II5  Equipment  I24	Cover - and Visibility Range	64	Engaged	49,50
Cover - from Stinkpots 58 English Caribbean Militia 114 Cover - from Terrain 62 English Commanders - Historic 102 Cover - from Terrain for Melee Saves 51 English Commanders - Legendary 103, 104 Cover - Hard Cover 56 English Commanders - Standard 101 Cover - in Structure Sections 67 English Militia Commanders 101 Cover - Pikes, effects on 52 English Militia Faction 115 Cover - Ranged Saves with 54 Equipment 124	Cover - from Area Terrain	бі	English Buccaneer Commanders	
Cover - from Stinkpots 58 English Caribbean Militia 114  Cover - from Terrain 62 English Commanders - Historic 102  Cover - from Terrain for Melee Saves 51 English Commanders - Legendary 103, 104  Cover - Hard Cover 56 English Commanders - Standard 101  Cover - in Structure Sections 67 English Militia Commanders 101  Cover - Pikes, effects on 52 English Militia Faction 115  Cover - Ranged Saves with 54 Equipment 124	Cover - from Objects	61		114
Cover - from Terrain 62 English Commanders - Historic 102  Cover - from Terrain for Melee Saves 51 English Commanders - Legendary 103, 104  Cover - Hard Cover 56 English Commanders - Standard 101  Cover - in Structure Sections 67 English Militia Commanders 101  Cover - Pikes, effects on 52 English Militia Faction 115  Cover - Ranged Saves with 54 Equipment 124	Cover - from Stinkpots	58		Manufacture of the last of the
Cover - from Terrain for Melee Saves 51 English Commanders - Legendary 103, 104  Cover - Hard Cover 56 English Commanders - Standard 101  Cover - in Structure Sections 67 English Militia Commanders 101  Cover - Pikes, effects on 52 English Militia Faction 115  Cover - Ranged Saves with 54 Equipment 124	Cover - from Terrain	62		ROLL CONTROLLED
Cover - Hard Cover 56 English Commanders - Standard 101 Cover - in Structure Sections 67 English Militia Commanders 101 Cover - Pikes, effects on 52 English Militia Faction 115 Cover - Ranged Saves with 54 Equipment 124	Cover - from Terrain for Melee Saves	51		
Cover - in Structure Sections 67 English Militia Commanders 101 Cover - Pikes, effects on 52 English Militia Faction 115 Cover - Ranged Saves with 54 Equipment 124	Cover - Hard Cover	56	THE STATE OF THE S	Control of the Control
Cover - Pikes, effects on 52 English Militia Faction 115 Cover - Ranged Saves with 54 Equipment 124	Cover - in Structure Sections	67		
Cover - Ranged Saves with 54 Equipment 12.4	Cover - Pikes, effects on			* 100
Construction Programme and Construction of the				
120				
		The state of		16

Events	38, 128	Fortifications - Deploying	133
Exceeding Top Speed	84	Fortifications - Scenario Special Rule	143-144
Exhausted - Event	128	Fortitude	76
Experience Level	35	Fortune	126
Experience Level - Actions, determining	39	Fortune Points	126
Expert Artillery Crew	122	Fouled Ships	88
Expert Broadside	102	Fouled Ships - Fire spreading	69
Expertly Drilled	122	Fouled Ships - Freeing	88
Explosives	58	Francisco, Don	98
Explosives - Attacks with	58	Free Actions	39
Explosives - Line of Sight	58	Freebooters	115
Explosives - Misfires	58	Freeing a Run Aground Ship	87
Explosives - Range	58	French Bucanneer Commanders	105
Extinguish a Building Fire	68	French Buccaneers	117
Extra Action	43	French Commanders - Historic	106
		French Commanders - Legendary	107, 108
and the second second			anders in the state
F		G	
Facing	40		
Fair (weather condition)	130	Game Setup Basics	132
Fall Back	47	Game Table	32
Fall Back - in Structures	65	Game Types	132
Fast Reload	122	Game Types - Choosing	132
Fatigue	35, 36, 46	Go Prone	4 <sup>I</sup> , 4 <sup>7</sup>
Fatigue - Actions, effects on	40	God's Blessing or the Devils' Luck	123
Fatigue - and Defensive Attack	48	Grapeshot (Equipment)	124
Fatigue - out of unit cohesion, effects from	33	Grapeshot (Force Option)	117, 120
Fatigue - Ranged Attack, effects from	54	Grappled - Drifting Ship Movement	89
Fatigue - Stinkpots, effects from	58	Grappled - Fire spreading	69
Fatigue Points	46	Grappled - Objects	89
Fatigue Test	46	Grappled - Ships	89
Fatigue Test - from Artillery	76	Grapples - Releasing	90
Fatigue Test - from Melee Combat	49	Grenadoes	28
Fatigue Test - from Ranged Combat	55	Guarda Costa	IIO
Field Gun	123	Guarda Costa - Commanders	97
Fight	42	Guerillas	110
Fight - in Ongoing Melee Combat	50	Guerrilla Commander (Special Rule)	98
Fight - Resolving	49	Gun Emplacement	144
Fight Save	35, 47	Season service on the one Paragraph was the	
Fight Skill	35,47	H . The second	
Fire - Building Critical Damage	68	Hard Chargers	12.2
Fire - Fortification Critical Damage	68	Hard Cover	56
Fire - Fouled Ships, spreading	69	Hard Cover - Units on a Deck of a Ship	90
Fire - Grappled Ships & Structures, spreading	69	Heat Stroke	102
Fire - Limited Visibility		Heavy Cannons	77, 122
Fire - Ranged Attacks, effects on	69 69	Heavy Cannons - Moving Artillery	
Fire - Ship Hull Critical Damage	69	Heavy Matchlock Muskets	73 56, 57
Fire Markers	68	Heavy Melee Weapons	
Firelock Muskets	56	Heavy Rain	\$1
AND REPORT OF THE PARTY OF THE	58	Hidden Setup - (Scenario Special Rule)	130
Firepots Fitzgerald, Philip			I44
	98	High Standing Hispaniola Veterans	123
Flagship	133		114
Flee	20	Hits Hits from Panged Attacks on	46
Flibustiers	118	Hits - from Ranged Attacks on Multiple Units in Structures	6 . 7
Flibustiers Nau	117	Horse	124
For	145	Hot	124
Fog - and Weather events	145	Hull	80
Fog - and Wind speed events	145	Hull Fortitude	81
Fore-and-Aft Rig - Ship Traits	121	Hull Integrity	81
Forlorn Hope	116	CONTRACTOR OF THE PROPERTY OF	A STATE OF LANS
Fortification Critical Damage	68	Hybrid Rig	121
Fortifications	64		

mpassable Terrain	51, 61	M	
In the Wind's Eye	83	Marineros	112
inexperienced Grew	110	Marines (Force Option)	IIO 🐞
initiative	38	Marins	119
inspiring	123	Markers	32
inspiring Command	128	Marksmen	123
ntegrity	76	Mast Destroyed	70
slands	63	Masts	80
是1965年1965年1965年1965年1965年1965年1965年1965年		Matchlock Muskets	56
		Measuring Distances	31
	<b>阿州</b> 斯克斯語	Medium Cannon	77, 122
okers	38	Melee Combat	47-51
Control of the last of the las		Melee Combat - After Units Are Engaged	47
The second of $K$ and $K$		Melee Combat - Fight Skill/Save	35
Killing Sentries	143	Melee Combat - in Structures	66
MANAGER SHEET TO THE TOTAL THE TANK	•	Melee Combat - in Terrain	50
A CHARLEST LAND AND A STATE OF THE STATE OF		Melee Combat - Initiate Melee Combat	47
the same of the sa		Melee Combat - on Ships	90
Lanceros	III	Melee Combat - on Sinking Ships	70
Lances	21	Melee Combat - Ongoing	50
Land Battle	132	Melee Combat - Ranged Attacks into	51
Large Stone Building	76	Melee Saves	49
Large Wooden Building	76	Melee Saves - in Cover	51
Lay in Wait	144	Melee Saves - with Shaken Units	50
Lead by Example	123	Melee Weapons	51
Leak Comments of the Comments	69,70	Men of Old Spain	110
Leak - Repairing	69	Milicianos	III
Leak Markers	69	Milicianos Indios	
es Enfants Perdus	119	miniatures	112
ight Cannon	77, 122	Minimum Board Size	26, 33
ight Frigate	80, 121	Misfires	132
ight Rain	130		58
ight Rigging	92	Misfortune (Event)	128
imited Visibility (Optional Terrain Rule)	64	Misfortune at Sea (Special Rule) Models	104
imited Visibility (Scenario Special Rule)	144-145	modifiers	33
ine of Sight	33, 53	Monbars the Exterminator	30
ine of Sight - Area Terrain, determining	61		106
ine of Sight - Casualties, removing	55	Morgan, Colonel Edward	102
ine of Sight - Collapsed Buildings effects on	68	Morgan, Henry	103, 104
ine of Sight - Cover, determing	55	Morgan's Buccaneers	114
ine of Sight - Elevation effects on	56	Motivated	102
ine of Sight - for Artillery	74	Mounted	40
ine of Sight - in Structure Sections	67	Move	40,41
ine of Sight - Open Topped Structures, determin	ning 67	Move - in Structures	65
ine of Sight - Partially Obscured, determining	33	Move - Terrain Objects effects on	бі
ine of Sight - Ranged Attacks at Units in Structu	ires 67	Move - through units	40
ine of Sight - Terrain effects on	62	Move Backwards (Ship Maneuvers)	84
ine of Sight - Terrain Objects effects on	61	Move Forward (Ship Maneuvers)	85
ine of Sight - through Access Points	67	Move Under Oars (Sweeps)	84
ine of Sight - to Structures	60	Move When Boats Are Connected By Grapples	92
ine of Sight - True Line of Sight, determining	33	Move when Ships Are Connected by Grapples	89
ine of Sight - Visibility Range, determining	64	Mulligan	126
Olonnais, Francois	107, 108	Muskets	56
ong Range Bombardment	145-146		
ongboats	80, 121	N and $N$	
ongboats - Outfitting on Ships	96	Natural 1 Roll	47
os Corsarios de Pardal	110	Natural 10 Roll	
Low Profile	121	Nau, Jean David	47 107, 108
Lucky (Commander Special Rule)	123		,,130
Lucky (Event)	128	O Property of the Contract of	· 中华市《新新华

Object Terrain - Artillery as	73	Ranged Attacks - into Melee Combat	21
Object Terrain - Cover, providing	бі	Ranged Attacks - Shoot Skill/Save	35
Obstacles	\$1	Ranged Attacks - Sinking Ships effect on	70
Old Hands - Force Option	114, 117	Ranged Attacks - Targeting Ships with	90
Ongoing Melee Combat	20	Ranged Attacks - with Artillery	74
Open Terrain	бі	Ranged Attacks - with Small Arms	53
Open Terrain - Burning	61	Ranged Attacks - with Stinkpots	28
Open Terrain - Deep Water	61	Ranged Attacks - with Thrown Weapons	52
Open Terrain - Fast Water	бі	Ranged Saves	54
Open Terrain - Rocky	бі	Ranged Saves - Artillery	75
Open terrain - Sand	бі	Ranged Saves - elevation penalty on	56
Open Terrain - Shallow Water	61	Ranged Saves - for Artillery Pieces	73
Open Topped Structures	64	Ranged Saves - with Cover	54,56
Open Topped Structures - Climbing	65	Ranged Saves - with Hard Cover	56
Open Topped structures - Entering	65	Reload	4.I
Open Topped Structures - Exiting	65	Reload Markers	54
Open Topped Structures - Line of Sight from	67	Reload Markers- for Artillery	75
Outfit Ships	96	Reload Markers - for Ranged Attacks with Sm	
Outfitting Fortifications	96	Repair	42
Outfitting Ships - with Cannons	96	Repair - Leak	69
Outfitting Ships - with Longboats	96	Repair - Mast Destroyed	70
Outfitting Ships - with Swivels	96	Repair - Sail & Spar Damage	70
Outsitting onlys - with owivers	90	Repair - Sheets & Shrouds	
			70
D		Re-Roll (Fortune Point ability)	STATE OF STREET
. The property of the ${\cal P}_{i}$		Reserves	146
Panama Invasion Force	114	Reserves - Deploying Reserves	146
Passing an Activation	38	Reserves - Ships in Reserve	146
Pikes	51	Resolve	35, 46
Pikes, Lances, and Bayonets	SI.	Rigging	80
Pistols - as Melee Weapons	52	Rigging - Fortitude	81
Pistols - Ranged Attacks with	57	Rigging - Integrity	81
Point of Sail	83	Rigging Critical Damage	84
Points	35, 81	Rough Terrain	51, 61
Points - Limit	94	Round	39
Poorly Equipped	123	Rout	35
Prone - Hits from Ranged Attacks	67	Rout - when Falling Back in Structures	65
on Multiple Units in Structures		Run Aground	63, 87
Prone - Melee Saves	50	Run Aground - Freeing a Ship	87
Purchasing Experience Upgrades	95	Ruthless	123
Purchasing Models for Units	95	Maria area Charles and area and a	STATES AND SERVE
Purchasing Weapon & Equipment Options		Commence of the second of the commence of the	
Pursuing	95	0.1100 0.1110	學的為學學學
Pursuing - Shaken Units	50	Sail & Spar Critical Damage	70
Pushing Units -		Sail Setting	81
Tushing Onics	40	Sail Setting - Ship Movement, effects on	82, 83
The second of the second of		Sailing Large	83
2		Sailing Off the Table	87
Quick	123	Sailors	123
<b>《神教》的《新教》</b>		Scenario - Choosing	95, 133
The state of the $R$ and the second	the south of	Scenarios - Creating	142
Raid (Scenario)	136, 137	Scenarios - Special Rules	142-146
Raking Shots	91	Scouts	123
Rally (Unit is Shaken)	42	Scrolling the Map	87
Rally (while Unshaken)	Charles of the Control of the Contro	Sea Dogs	116
Random Game Length	41 146	Searle, Robert	102
Range Modifier	A STATE OF THE PARTY OF THE PAR	Sentries	142-143
	53	Setting Up the Game Board	133
Range Modifier - for Artillery	75	Shaken	36, 47
Ranged Attacks	S3	Shaken Units - Actions, effects on	47
Ranged Attacks - at Units in Structures & Line of		Shaken Units - Fatigue Points	47
Ranged Attacks - Casualties from	55	Shaken Units - Melee Saves with	50
Ranged Attacks - Fatigue Tests from	55	Shaken Units - Other Actions	47
Ranged Attacks - Fire effect on	69		

01 1 17 1 111 0		China Charle offers on	60
Shaken Units - within Structures	65	Ships - Shoals, effects on	63
Shallow Water	63	Ships - Shorelines, effects on	63
Shanty - Structures	76	Ships - Sloop	80
Sheets & Shrouds - Rigging Critical Damage	70	Ships - Structure Sections of	64
Ship - Boat	80	Ships - Towing Boats with	92
Ship - collisions with boats	92	Shoals	63
Ship - Collisions with other ships	87-88	Shoals - Casualties from	63
Ship - Collisions with Stationary Objects	88	Shoals - Models in	63
Ship - Collisions with Units	88	Shoals - Ships in	63
Ship Characteristics - Cannons	81	Shoot	41
Ship Characteristics - Draft	81	Shoot Save	35, 47
Ship Characteristics - Hull Fortitude & Integrity	81	Shoot Save - elevation penalty	56
Ship Characteristics - Points	81	Shoot Save - with Cover	56
Ship Characteristics - Rigging Fortitude & Integrit		Shoot Save - with Hard Cover	56
Ship Characteristics - Sail Setting	81	Shoot Skill	35
Ship Characteristics - Ship Type	81	Shoot Test	54
Ship Characteristics - Size	Si Si	Shoot Test - Distance modifiers, determining	53
Ship Characteristics - Swivels	81	Shoot Test - with Cannons	75
	81	Shoot Test - with Mixed Small Arms & Shoot Skill	
Ship Characteristics - Top Speed		Shoot Test - with Small Arms	
Ship Characteristics - Traits	81	Shoot Test - with Swivels	54
Ship Characteristics - Turn	81	Shorelines	75
Ship Characteristics - Windward	81		63
Ship Combat - Firing on the Hull	90	Shorelines - Ships, effects on	63
Ship Combat - Firing on the Rigging	90	Simple Rig	121
Ship Hull Critical Damage	69,70	Sinking Boats - Casualties from	70
Ship Hull Critical Damage - Catastrophic Damage	69	Sinking Ships - Casualties from	70
Ship Hull Critical Damage - Fire	69	Sinking Ships - effects on Melee Combat	70
Ship Hull Critical Damage - Gun	69	Sinking Ships - effects on Ranged Attacks	70
Ship Hull Critical Damage - Leak	69	Sinking Ships - Ship Hull Critical Damage	70
Ship Hull Critical Damage - Sinking Ships	70	Skirmishers	123
Ship Hull Critical Damage - Steerage	69	Sloop	80, 121
Ship Movement	82	Small Arms	53
	TO THE OWNER OF THE PARTY OF TH	C11 A D 1 A 1 IT C1	60
Ship Movement - Advanced Maneuvers	86	Small Arms - Ranged Attacks at Units in Structures with	67
Ship Movement - Advanced Maneuvers Ship Movement - Drifting	86	Small Arms - Ranged Attacks at Units in Structures with Small Arms - Targeting Rigging with	The second and
Ship Movement - Drifting	84	Small Arms - Targeting Rigging with	91
Ship Movement - Drifting Ship Movement - Move Backwards	8 <sub>4</sub> 8 <sub>4</sub>	Small Arms - Targeting Rigging with Sounding the Alarm	91 143
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward	84 84 85	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Garibbean Militia	91 143 110
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail	84 84 85 82	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic	91 143 110 98
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail	84 84 85 82 83	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary	91 143 110 98 99, 100
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced	84 84 85 82 83 82	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard	91 143 110 98 99,100
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual	84 84 85 82 83 82 82	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules	91 143 110 98 99, 100 97 35, 122
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on	84 84 85 82 83 82 82 82 82 82,83	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard	91 143 110 98 99, 100 97 35, 122 102
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning	84 84 85 82 83 82 82 82 82,83	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery	91 143 110 98 99, 100 97 35, 122 102 42, 73
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - with Steerage Damage	84 84 85 82 83 82 82 82 82, 83 85 69	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship	91 143 110 98 99, 100 97 35, 122 102 42, 73 32
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps	84 84 85 82 83 82 82 82 82,83	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand	91 143 110 98 99, 100 97 35, 122 102 42, 73
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps Ship Rigging Critical Damage	84 84 85 82 83 82 82 82 82, 83 85 69	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps	84 84 85 82 83 82 82 82,83 85 69	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps Ship Rigging Critical Damage	84 84 85 82 83 82 82 82, 83 85 69 84	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge Standard Actions - Go Prone	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps Ship Rigging Critical Damage Ship Rigging Critical Damage - Mast Destroyed	84 84 85 82 83 82 82 82, 83 85 69 84 70	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40 41
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Residual Ship Movement - Turning Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps Ship Rigging Critical Damage - Mast Destroyed Ship Rigging Critical Damage - Sail & Spar Damage	84 84 85 82 83 82 82 82, 83 85 69 84 70 70	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge Standard Actions - Go Prone	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40 41 41
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Residual Ship Movement - Turning Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps Ship Rigging Critical Damage Ship Rigging Critical Damage - Mast Destroyed Ship Rigging Critical Damage - Sail & Spar Damage Ship Rigging Critical Damage - Sheets & Shrouds	84 84 85 82 83 82 82 82, 83 85 69 84 70 70 70	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge Standard Actions - Go Prone Standard Actions - Move	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40 41 41 40, 41
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Residual Ship Movement - Turning Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps Ship Rigging Critical Damage Ship Rigging Critical Damage - Mast Destroyed Ship Rigging Critical Damage - Sail & Spar Damage Ship Rigging Critical Damage - Sheets & Shrouds	84 84 85 82 83 82 82 82, 83 85 69 84 70 70 70 70 64, 80,	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge Standard Actions - Go Prone Standard Actions - Move Standard Actions - Rally (while Unshaken)	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40 41 40, 41 41
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps Ship Rigging Critical Damage - Mast Destroyed Ship Rigging Critical Damage - Sail & Spar Damage Ship Rigging Critical Damage - Sheets & Shrouds Ships	84 84 85 82 83 82 82 82, 83 85 69 84 70 70 70 70 64, 80, 81, 121	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge Standard Actions - Go Prone Standard Actions - Move Standard Actions - Rally (while Unshaken) Standard Actions - Release Grapples	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40 41 41 41 41 41
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - With Steerage Damage Ship Movement - with Sweeps Ship Rigging Critical Damage - Mast Destroyed Ship Rigging Critical Damage - Sail & Spar Damage Ship Rigging Critical Damage - Sheets & Shrouds Ships Ships - Brigantine	84 84 85 82 83 82 82 82, 83 85 69 84 70 70 70 64, 80, 81, 121 80	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge Standard Actions - Go Prone Standard Actions - Move Standard Actions - Rally (while Unshaken) Standard Actions - Release Grapples Standard Actions - Release	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40 41 41 41 41 41 41
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps Ship Rigging Critical Damage - Mast Destroyed Ship Rigging Critical Damage - Sail & Spar Damage Ship Rigging Critical Damage - Sheets & Shrouds Ships Ships - Brigantine Ships - Capturing	84 84 85 82 83 82 82 82, 83 85 69 84 70 70 70 64, 80, 81, 121 80 90	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge Standard Actions - Go Prone Standard Actions - Rally (while Unshaken) Standard Actions - Release Grapples Standard Actions - Reload Standard Actions - Shoot	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40 41 41 41 41 41 41 41
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps Ship Rigging Critical Damage Ship Rigging Critical Damage - Mast Destroyed Ship Rigging Critical Damage - Sail & Spar Damage Ship Rigging Critical Damage - Sheets & Shrouds Ships Ships - Brigantine Ships - Capturing Ships - Decks	84 84 85 82 83 82 82 82 82, 83 85 69 84 70 70 70 70 64, 80, 81, 121 80 90 80	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge Standard Actions - Go Prone Standard Actions - Rally (while Unshaken) Standard Actions - Release Grapples Standard Actions - Reload Standard Actions - Shoot Standard Actions - Stand	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40 41 41 41 41 41 41 41 41
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - Turning Ship Movement - with Steerage Damage Ship Rigging Critical Damage Ship Rigging Critical Damage - Mast Destroyed Ship Rigging Critical Damage - Sail & Spar Damage Ship Rigging Critical Damage - Sheets & Shrouds Ships Ships - Brigantine Ships - Capturing Ships - Decks Ships - Deploying Ships - Grappled to Boats	84, 84, 85, 82, 83, 82, 82, 83, 85, 69, 84, 70, 70, 70, 64, 80, 81, 121, 80, 90, 80, 133	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge Standard Actions - Go Prone Standard Actions - Rally (while Unshaken) Standard Actions - Release Grapples Standard Actions - Reload Standard Actions - Shoot Standard Actions - Stand Standard Actions - Stand Standard Actions - Stand Standard Actions - Stand Standard Actions - Throw Grapples	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40 41 41 41 41 41 41 41 41 41 41
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - Turning Ship Movement - with Steerage Damage Ship Rigging Critical Damage Ship Rigging Critical Damage - Mast Destroyed Ship Rigging Critical Damage - Sail & Spar Damage Ship Rigging Critical Damage - Sheets & Shrouds Ships Ships - Brigantine Ships - Brigantine Ships - Decks Ships - Deploying Ships - Grappled to Boats Ships - Hull structure sections of	84, 84, 85, 82, 83, 82, 82, 83, 85, 69, 84, 70, 70, 70, 64, 80, 81, 121, 80, 90, 80, 133, 92	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge Standard Actions - Go Prone Standard Actions - Move Standard Actions - Rally (while Unshaken) Standard Actions - Release Grapples Standard Actions - Reload Standard Actions - Stand Standard Actions - Stand Standard Actions - Stand Standard Actions - Throw Grapples Standard Melee Weapons Start Fire	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40 41 41 41 41 41 41 41 41 41 41
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps Ship Rigging Critical Damage Ship Rigging Critical Damage - Mast Destroyed Ship Rigging Critical Damage - Sail & Spar Damage Ship Rigging Critical Damage - Sheets & Shrouds Ships Ships - Brigantine Ships - Brigantine Ships - Decks Ships - Deploying Ships - Grappled to Boats Ships - Hull structure sections of Ships - Light Frigate	84, 84, 85, 82, 83, 82, 82, 83, 85, 69, 84, 70, 70, 70, 70, 64, 80, 81, 121, 80, 90, 80, 133, 92, 80	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge Standard Actions - Go Prone Standard Actions - Rally (while Unshaken) Standard Actions - Release Grapples Standard Actions - Reload Standard Actions - Stand Standard Actions - Stand Standard Actions - Stand Standard Actions - Throw Grapples Standard Melee Weapons Start Fire Staysails	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40 41 41 41 41 41 41 41 41 41 41
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps Ship Rigging Critical Damage - Mast Destroyed Ship Rigging Critical Damage - Sail & Spar Damage Ship Rigging Critical Damage - Sheets & Shrouds Ships Ships - Brigantine Ships - Brigantine Ships - Decks Ships - Deploying Ships - Deploying Ships - Hull structure sections of Ships - Light Frigate Ships - Longboat	84, 84, 85, 82, 83, 85, 69, 84, 70, 70, 70, 64, 80, 81, 121, 80, 90, 80, 133, 92, 80, 80, 80, 80, 80, 80, 80, 80, 80, 80	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge Standard Actions - Go Prone Standard Actions - Rally (while Unshaken) Standard Actions - Release Grapples Standard Actions - Reload Standard Actions - Shoot Standard Actions - Stand Standard Actions - Throw Grapples Standard Melee Weapons Start Fire Staysails Steerage - Damage effect on Ship Movement	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40 41 41 41 41 41 41 41 41 41 41
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Reduced Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps Ship Rigging Critical Damage - Mast Destroyed Ship Rigging Critical Damage - Sail & Spar Damage Ship Rigging Critical Damage - Sheets & Shrouds Ships Ships - Brigantine Ships - Brigantine Ships - Deploying Ships - Deploying Ships - Deploying Ships - Hull structure sections of Ships - Light Frigate Ships - Masts on	84, 84, 85, 82, 83, 82, 82, 83, 85, 69, 84, 70, 70, 70, 64, 80, 81, 121, 80, 90, 80, 133, 92, 80, 80, 80, 80, 80, 80, 80, 80, 80, 80	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge Standard Actions - Go Prone Standard Actions - Rally (while Unshaken) Standard Actions - Release Grapples Standard Actions - Reload Standard Actions - Shoot Standard Actions - Stand Standard Actions - Throw Grapples Standard Melee Weapons Start Fire Staysails Steerage - Damage effect on Ship Movement Steerage - Damage effect on Turn Value	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40 41 41 41 41 41 41 41 41 41 41
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Residual Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps Ship Rigging Critical Damage - Mast Destroyed Ship Rigging Critical Damage - Sail & Spar Damage Ship Rigging Critical Damage - Sheets & Shrouds Ships Ships - Brigantine Ships - Brigantine Ships - Deploying Ships - Deploying Ships - Grappled to Boats Ships - Hull structure sections of Ships - Light Frigate Ships - Masts on Ships - Melee Combat on	84, 84, 85, 82, 83, 82, 82, 83, 85, 69, 84, 70, 70, 70, 64, 80, 81, 121, 80, 90, 80, 133, 92, 80, 80, 80, 90, 90	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge Standard Actions - Go Prone Standard Actions - Rally (while Unshaken) Standard Actions - Release Grapples Standard Actions - Reload Standard Actions - Shoot Standard Actions - Stand Standard Actions - Stand Standard Actions - Throw Grapples Standard Actions - Throw Grapples Standard Melee Weapons Start Fire Staysails Steerage - Damage effect on Ship Movement Steerage - Damage effect on Turn Value Steerage - Ship Hull Critical Damage	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40 41 41 41 41 41 41 41 41 41 41
Ship Movement - Drifting Ship Movement - Move Backwards Ship Movement - Move Forward Ship Movement - Move Under Sail Ship Movement - Point of Sail Ship Movement - Reduced Ship Movement - Reduced Ship Movement - Sail Setting, effects on Ship Movement - Turning Ship Movement - Turning Ship Movement - with Steerage Damage Ship Movement - with Sweeps Ship Rigging Critical Damage - Mast Destroyed Ship Rigging Critical Damage - Sail & Spar Damage Ship Rigging Critical Damage - Sheets & Shrouds Ships Ships - Brigantine Ships - Brigantine Ships - Deploying Ships - Deploying Ships - Deploying Ships - Hull structure sections of Ships - Light Frigate Ships - Masts on	84, 84, 85, 82, 83, 82, 82, 83, 85, 69, 84, 70, 70, 70, 64, 80, 81, 121, 80, 90, 80, 133, 92, 80, 80, 80, 80, 80, 80, 80, 80, 80, 80	Small Arms - Targeting Rigging with Sounding the Alarm Spanish Caribbean Militia Spanish Commanders - Historic Spanish Commanders - Legendary Spanish Commanders - Standard Special Rules Speidryke, Barnard Spike Artillery Sportsmanship Stand Standard Actions Standard Actions - Charge Standard Actions - Go Prone Standard Actions - Rally (while Unshaken) Standard Actions - Release Grapples Standard Actions - Reload Standard Actions - Shoot Standard Actions - Stand Standard Actions - Throw Grapples Standard Melee Weapons Start Fire Staysails Steerage - Damage effect on Ship Movement Steerage - Damage effect on Turn Value	91 143 110 98 99, 100 97 35, 122 102 42, 73 32 41 40 41 41 41 41 41 41 41 41 41 41

Strike Points	133, 134	Terrain - Line of Sight, effects on	62
Strike Tests	134	Terrain - Melee Combat in	50
Structure Sections	64	Terrain - Moving Artillery through	73
Structure Sections - Control Zones	65	Terrain - Objects as	61
Structure Sections - Cover inside	67	Terrain - Ranged Combat, effects on	55
Structure Sections - Fortifications, determining	64	Terror	108
Structure Sections - in Buildings	64	Tests	30
Structure Sections - Open Topped	64	Throwing & Releasing Grapples	41, 88-90
Structure Sections - Ships	64	Thrown Overboard	92
Structure Sections - Unit Cohesion, determining	65	Thrown Weapons	52
Structures	60,64	Timid	123
Structures - Access Points into	65	Top Speed	81
Structures - Artillery inside	76	Top Speed - Exceeding, effects of	84
Structures - Boarded Up	60	Torches	124
Structures - Charging into	66	Torrential Downpour	130
Structures - Collapse from Fire	68	Total Collapse - Building Critical Damage	68
Structures - Critical Hits on	77	Tough	123
Structures - Destroying	68, 76	True Line of Sight	33
Structures - Destroying Artillery in Structures - Entering	73 65	Turn (Phase) Turn Value	39 81
Structures - Exiting Structures - Exiting	65	Turn Value - Steerage Damage effects on	69
Structures - Exiting Structures - Falling back while inside	65	Turning (with a ship)	85
Structures - Fire spreading in	68	Turning Gauge	83
Structures - Fortitude	76	Twist of Fate	128
Structures - Integrity	76	I wist of I atc	120
Structures - Large Stone Building	76	U	
Structures - Large Wooden Building	76		
Structures - Lucky Hits on	76	Unaffiliated Factions	120
Structures - Melee Combat inside	66	Units	33, 35
Structures - Moving Artillery into & out of	73	Units - Activating Units - Artillery hits when in Structures	38
Structures - Ownership	68	Units - Cards	76
Structures - Pikes, effects on	52	Units - Cohesion in Structure Sections	35 65
Structures - Ranged Combat into & out of	67	Units - Collapsed Buildings effect on	68
Structures - Shaken Units inside	65	Units - Deploying	133
Structures - Shanty	76	Units - in a Structure	65
Structures - Stone Building	76	Units - Maximum Size	94
Structures - Units, effects on	65	Units - Minimum Size	94
Structures - Very Large Building	76	Unorthodox Force - Special Rule	102, 106
Structures - Wooden Building	76	Unruly	128
Stubborn	128		
Sunrise/Sunset	145	ANCH THE PROPERTY IN	
Support Units	95	Vanguard	123
Sweeps	84	Varied Experience	120
Sweeps: X (Ship Traits)	121	Vendetta: English	98
Sweltering	130	Vendetta: Spanish	106
Swivel Cons	77, 78, 122	Very Inspiring	123
Swivel Guns - Defensive Attacks with	78	Very Large Building	76
Swivel Guns - Outfitting on Ships Swivel Guns - Ranged Attacks at Units in Structures with	96	Visibility Range	64
Swivel Guns - Ranged Attacks at Onits in Structures with Swivel Guns - Ship Characteristics	1 07 81	Visibility Range - Cover, effects of	64
Swivel Guns - Ship Characteristics Swivel Guns - Shoot Test with		Visibility Range - Line of Sight, effects on	64
The state of the s	75	Visibility Range - Tall Terrain, effects on	64
where $\eta$ are $\gamma$ and $T$		Vizcaynos	IIO
	06		
Tacking Take and Hald	86	$W_{ij}$	AND DESCRIPTION
Take and Hold	139, 140	Watchtower	144
Tall Terrain	64	Weapons	35
Terrain - Climbing on	60	Weapons - Main Weapon	35
Terrain - Collapsed Buildings as	63	Weapons - Sidearm	35
Terrain - Collapsed Buildings as Terrain - Cover, effects on	62	Wearing	86
Terrain - Impassable	61	Weather	129
THE PRODUCTION OF THE PARTY OF		Weather Change	128

123
102
83, 1
128
83
83
83
133
83
81
134
76