

A	
Abandon Artillery Assignment	42,72
Abandon Sweeps Assignment	42,84
Abeam *	83
Access Points - in Structures	65
Access Points - Line of Sight	67
Actions	IS NOT
Actions - Assignments	33, 40
Actions - by Experience Level	42,43
Actions - By Experience Level Actions - Fatigue Effects on	39
Actions - Free Actions	40
Actions - Limit	39
Actions - Linit Actions - with Activation Cards	39,40
	38, 39
Activating Units	38
Activation Cards Activation Cards - Actions	32
	39
Activation Cards - Drawing	38
Activation Cards - Event Cards	38
Activation Cards - Jokers	38
Activation Cards - Passing	38
Advanced Maneuvers	42,86
Advanced Maneuvers - Box Hauling	86
Advanced Maneuvers - Tacking	86
Advanced Maneuvers - Wearing	86
Aggressive Commander	102
Amphibious Battle	132
Anchored	5
Arc of Fire - Artillery	74
Arc of Fire - Cannons on Ships	91
Arc of Fire - Units	33
Area Terrain	бі
Area Terrain - and Line of Sight	бі
Area Terrain - Cover from	бі
Area Terrain - Mixed Types	62
Area Terrain - Rough	бі
Artillery	72
Artillery - Hits on Units in Structures from	76
Artillery - on Ships	91
Artillery - Additional Hits	75
Artillery - Arc of Fire	74
	91
Artillery - Arc of Fire on Ships	
Artillery - Arc of Fire on Ships Artillery - as Object Terrain	73
the set of	73 78
Artillery - as Object Terrain	
Artillery - as Object Terrain Artillery - Cannons	78
Artillery - as Object Terrain Artillery - Cannons Artillery - Defensive Attacks from	78 74
Artillery - as Object Terrain Artillery - Cannons Artillery - Defensive Attacks from Artillery - Destroying	78 74 73
Artillery - as Object Terrain Artillery - Cannons Artillery - Defensive Attacks from Artillery - Destroying Artillery - destroying field carriages Artillery - Fatigue Test from hits Artillery - Firing	78 74 73 73
Artillery - as Object Terrain Artillery - Cannons Artillery - Defensive Attacks from Artillery - Destroying Artillery - destroying field carriages Artillery - Fatigue Test from hits Artillery - Firing Artillery - gaining Reload Markers	78 74 73 73 76
Artillery - as Object Terrain Artillery - Cannons Artillery - Defensive Attacks from Artillery - Destroying Artillery - destroying field carriages Artillery - Fatigue Test from hits Artillery - Firing	78 74 73 73 76 72,74
Artillery - as Object Terrain Artillery - Cannons Artillery - Defensive Attacks from Artillery - Destroying Artillery - destroying field carriages Artillery - Fatigue Test from hits Artillery - Firing Artillery - gaining Reload Markers	78 74 73 73 76 72,74 75
Artillery - as Object Terrain Artillery - Cannons Artillery - Defensive Attacks from Artillery - Destroying Artillery - Destroying field carriages Artillery - destroying field carriages Artillery - Fatigue Test from hits Artillery - Firing Artillery - Firing Artillery - gaining Reload Markers Artillery - Heavy Cannons	78 74 73 73 76 72,74 75 77
Artillery - as Object Terrain Artillery - Cannons Artillery - Defensive Attacks from Artillery - Destroying Artillery - Destroying field carriages Artillery - Gastroying field carriages Artillery - Fatigue Test from hits Artillery - Firing Artillery - Firing Artillery - gaining Reload Markers Artillery - Heavy Cannons Artillery - Light Cannons	78 74 73 73 76 72,74 75 77 77
Artillery - as Object Terrain Artillery - Cannons Artillery - Defensive Attacks from Artillery - Destroying Artillery - Destroying field carriages Artillery - Gastroying field carriages Artillery - Fatigue Test from hits Artillery - Firing Artillery - Firing Artillery - Ganing Reload Markers Artillery - Heavy Cannons Artillery - Light Cannons Artillery - Line of Sight, determining	78 74 73 73 76 72,74 75 77 77 77 74
Artillery - as Object Terrain Artillery - Cannons Artillery - Defensive Attacks from Artillery - Destroying Artillery - Destroying field carriages Artillery - destroying field carriages Artillery - Fatigue Test from hits Artillery - Fatigue Test from hits Artillery - Firing Artillery - Firing Artillery - gaining Reload Markers Artillery - Heavy Cannons Artillery - Light Cannons Artillery - Line of Sight, determining Artillery - Medium Cannons	78 74 73 73 76 72,74 75 77 77 77 74 77
Artillery - as Object Terrain Artillery - Cannons Artillery - Defensive Attacks from Artillery - Destroying Artillery - Destroying field carriages Artillery - destroying field carriages Artillery - Fatigue Test from hits Artillery - Fatigue Test from hits Artillery - Firing Artillery - Firing Artillery - gaining Reload Markers Artillery - Heavy Cannons Artillery - Light Cannons Artillery - Line of Sight, determining Artillery - Medium Cannons Artillery - Moving	78 74 73 73 76 72,74 75 77 77 77 74 77 73
Artillery - as Object Terrain Artillery - Cannons Artillery - Defensive Attacks from Artillery - Destroying Artillery - Destroying field carriages Artillery - destroying field carriages Artillery - Fatigue Test from hits Artillery - Fatigue Test from hits Artillery - Firing Artillery - Firing Artillery - gaining Reload Markers Artillery - gaining Reload Markers Artillery - Heavy Cannons Artillery - Line of Sight, determining Artillery - Line of Sight, determining Artillery - Medium Cannons Artillery - Moving Artillery - Pieces per Unit limit	78 74 73 76 72,74 75 77 77 74 77 73 72

Artillery - Reloading	-
	73
Artillery - Shoot Tests with	75
Artillery - Spike action	73
Artillery - Stats Summaries	122
Artillery - Structures, firing at	76
Artillery - Switching Crews	73
Artillery - Swivel Guns	77,78
Artillery - Targeting with	74
Artillery Crew (Special Rule)	122
Artillery Crews	72
Artillery Crews - in Structures	72
Artillery Crews - Models to Fire	72
Assignments	
rissignments	42,43
B	
Backwards Turns	0.
	85
Ball & Shot	122
Basic Maneuvers	85
Bayonets	51
Blinding Sun	130
Blunderbuss	57
Boats	80,92
Boats - colliding with other boats	92
Boats - colliding with ships	92
Boats - Critical Damage table	70
Boats - Grappled to Ships	92
Boats - Launching from a ship	
A CARL CONTRACTOR OF A CARL	92
Boats - Throwing Grapples	92
Bonus Dice	57
Boucaniers	118
Bows	57
Box Hauling	86
Brace of Pistols	52
Brace of Pistols - Ranged Attacks with	57
Bras de Fer, Alexandre	106
Brawlers	122
Breach Fortification Critical Damage	68
Breakthrough Scenario	135, 136
Breastwork Fortification	144
Brethren of the Coast	120
Brigantine	1 1 2 2 3
the second s	80, 121
Broadside! (special rule)	122
Buccaneer Guns	56
Building a Force	94
Building Critical Damage	68
Building Critical Damage - Debris	68
Building Critical Damage - Fire	68
Building Critical Damage - Total Collapse	68
Buildings	64
and the second	• .
0	and the second
where the transfer is a model C is the induction	
Cannons	78
Cannons - Arc of Fire on ships	91
Cannons - Outfitting on Ships	81,96
Cannons - Ranged Attacks at Units in Structures	67
Cannons - Shoot Test with	
California Chicar Loot with	75

Capturing a Ship	90
Carbines	57
Casualties	47
Casualties - from Debris	68
Casualties - from Deep Water	63
Casualties - from Falling Back in Structures	65
Casualties - from Melee Combat	49
Casualties - from Ranged Combat	55
Casualties - from Shoals	63
Casualties - from Sinking Boats	70
Casualties - from Sinking Ships	70
Casualties - Line of Sight, determining	55
Catastrophic Damage	69
Caught Unaware	142-14
Change Sail Setting	42
Charge	4 ^I
Charge - into Melee Combat	4.8
Charge - into or out of Structures	66
Charge - through Impassable Terrain	5I
Charge - through Rough Terrain	51
Charge - while climbing	51,63
Charge - with Pikes, Lances, Bayonets	51
Chasers	121
Cheat Death	126
Climbing	40,63
Climbing - into opout of Open Topped Structures	65
Climbing - on Structures	бо
Climbing - with Artillery	73
cohesive	33
Collapsed Buildings - as Terrain	68
Collapsed Buildings - Line of Sight, determining	68
Collapsed Buildings - Units, effects on	68
Collisions - Boat to Boat	92
Collisions - Boat to Ship	92
Collisions - Ship to Ship	87-88
Collisions - Ship to Stationary Object	88
Command Points	43,44
Command Range	
Commanders	36,43
Commanders - Core Units, deploying in	95
Commanders - Creating a Force	97
Commanders - English Buccaneer	IOI
Commanders - English Historic	102
Commanders - English Legendary	103, 10
Commanders - English Militia	IOI
Commanders - French Buccaneer	105
Commanders - French Historic	106
Commanders - Legendary Spanish	99,100
Commanders - Spanish Historic	98
Commanders - Spanish, Guarda Costa	97
Commanders - Spanish, Spanish Militia	97
Commodore	122
Confusion	128
Consolidate	49
Control the Field Scenario	138, 139
Control Zone	33
Control Zone - in Structure Sections	65
Core Units	95

Cover	47, 55, 50
Cover - and Visibility Range	64
Cover - from Area Terrain	бі
Cover - from Objects	бі
Cover - from Stinkpots	58
Cover - from Terrain	62
Cover - from Terrain for Melee Saves	51
Cover - Hard Cover	56
Cover - in Structure Sections	67
Cover - Pikes, effects on	52
Cover - Ranged Saves with	54
Creating a Force	94
Creating Scenarios	142
Crew Artillery Assignment	42,72
Crew Sweeps Assignment	42, 84
Critical Damage	68
Critical Damage - removing	42
Critical Hits - on Structures	77
de Huidobro, Mateo Alonso	98
de Issasi, Cristobal Arnaldo	98
de Pardel, Manuel Rivero	99, 100

Д

Debris	68,69
Debris - Casualties from	68
Decks	80
Dedicated Action	4I
Dedicated Action - Advanced Maneuver	86
Dedicated Action - Dismount	42
Dedicated Action - Fight	42
Dedicated Action - Rally (Unit is Shaken)	42
Dedicated Action - Repair	42
Dedicated Action - Spike Artillery	42
Dedicated Action - Start Fire	42
Deep Water	63
Deep Water - Casualties from	63
Deep Water - Models in	63
Defender	133
Defensive Attacks - with Artillery	74
Defensive Attacks - with Pikes, Lances, Bayonets	51
Defensive Attacks - with Small Arms	47,48
Defensive Attacks - with Swivel Guns	78
Defensive Attacks - with Thrown Weapons	52
Defensive Save	47
Destroyed - Boat Critical Damage	70
Determination (special rule)	98
Determine Attacker & Defender	133
Determining the Victor	134
dice	30
Dismount	42
Distraction	143
Draft Value	81, 87
Drifting	83, 84
Drilled	122
Drunk	143

E

Elevation	56
Elevation - Line of Sight, effects on	56
Elusive	122
Encounter (Scenario)	141, 142
Engaged	49,50
English Buccaneer Commanders	IOI
English Buccaneers Faction	114
English Caribbean Militia	114
English Commanders - Historic	102
English Commanders - Legendary	103, 104
English Commanders - Standard	101
English Militia Commanders	101
English Militia Faction	115
Equipment	124
Event Table	128
Events	38, 128
Exceeding Top Speed	84
Exhausted - Event	128
Experience Level	35
Experience Level - Actions, determining	39
Expert Artillery Crew	122
Expert Broadside	102
Expertly Drilled	122
Explosives	58
Explosives - Attacks with	58
Explosives - Line of Sight	58
Explosives - Misfires	58
Explosives - Range	58
Extinguish a Building Fire	68
Extra Action	43
	- Day - Children - E.

\mathbf{r} , where \mathbf{r} , \mathbf{r} , \mathbf{r}	
Facing	40
Fair (weather condition)	130
Fall Back	47
Fall Back - in Structures	65
Fast Reload	122
Fatigue	35, 36, 46
Fatigue - Actions, effects on	40
Fatigue - and Defensive Attack	48
Fatigue 2 out of unit cohesion, effects from	33
Fatigue - Ranged Attack, effects from	54
Fatigue - Stinkpots, effects from	58
Fatigue Points	46
Fatigue Test	46
Fatigue Test - from Artillery	76
Fatigue Test - from Melee Combat	49
Fatigue Test - from Ranged Combat	55
Field Gun	123
Fight	42
Fight - in Ongoing Melee Combat	50
Fight - Resolving	49
Fight Save	35,47
Fight Skill	35
Fire - Building Critical Damage	68

F

Fire - Fortification Critical Damage	68
Fire - Fouled Ships, spreading	69
Fire - Grappled Ships & Structures, spreading	69
Fire - Limited Visibility	145
Fire - Ranged Attacks, effects on	69
Fire - Ship Hull Critical Damage	69
Fire Markers	68
Firelock Muskets	56
Firepots	58
Fitzgerald, Philip	98
Flagship	133
Flee	50
Flibustiers	118
Flibustiers Nau	117
Fog	145
Fog - and Weather events	145
Fog - and Wind speed events	145
Fore-and-Aft Rig - Ship Traits	121
Forlorn Hope	116
Fortification Critical Damage	68
Fortifications	64
Fortifications - Deploying	133
Fortifications - Scenario Special Rule	143-144
Fortitude	76
Fortune and the same are a street of the	126
Fortune Points	126
Fouled Ships	88
Fouled Ships - Fire spreading	69
Fouled Ships - Freeing	88
Francisco, Don	98
Free Actions	39
Freebooters	115
Freeing a Run Aground Ship	87
French Bucanneer Commanders	105
French Buccaneers	117
French Commanders - Historic	тоб
French Commanders - Legendary	107, 108
where we derive the state of G^{++} , where h	

Game Setup Basics 132 Game Table 32 Game Types 132 Game Types - Choosing 132 Go Prone 41,47 God's Blessing or the Devils' Luck 123 Grapeshot (Equipment) 124 Grapeshot (Force Option) 117, 120 Grappled - Drifting Ship Movement 89 Grappled - Fire spreading 69 89 89 Grappled - Objects Grappled - Ships Grapples - Releasing 90 Grenadoes 58 Guarda Costa 110 Guarda Costa - Commanders 97 Guerillas 110 Guerrilla Commander (Special Rule) 98

7

38

143

144

Gun Emplacement

H

Hard Chargers	123
Hard Cover	56
Hard Cover - Units on a Deck of a Ship	90
Heat Stroke	102
Heavy Cannons	77, 122
Heavy Cannons - Moving Artillery	73
Heavy Matchlock Muskets	56,57
Heavy Melee Weapons	51
Heavy Rain	130
Hidden Setup - (Scenario Special Rule)	144
High Standing	123
Hispaniola Veterans	114
Hits Honorado Henrick Henrick	46
Hits - from Ranged Attacks on	6
Multiple Units in Structures	
Horse	124
Hot	130
Hull	80
Hull Fortitude	81
Hull Integrity	81
Hybrid Rig	121

8° .

8° ° 7	
• Impassable Terrain	51, 6 1
In the Wind's Eye	83
Inexperienced Crew	IIO
Initiative	38
Inspiring	123
Inspiring Command	128
Integrity	76
Islands	63
	Casta La serie de Se
γ	

K

Jokers

Killing Sentries

The second se	
L	
Lanceros	III
Lances	51
Land Battle	132
Large Stone Building	76
Large Wooden Building	76
Lay in Wait	144
Lead by Example	123
Leak	.69,70
Leak - Repairing	69
Leak Markers	69
Les Enfants Perdus	119
Light Cannon	77, 123
Light Frigate	80, 121
Light Rain	130
	A STAR STAR

and the second		
Light Rigging	92	
Limited Visibility (Optional Terrain Rule)	64	
Limited Visibility (Scenario Special Rule)	144-	145
Line of Sight	33, 5	3
Line of Sight - Area Terrain, determining	бі	
Line of Sight - Casualties, removing	55	
Line of Sight - Collapsed Buildings effects on	68	
Line of Sight - Cover, determing	55	
Line of Sight - Elevation effects on	56	
Line of Sight - for Artillery	74	
Line of Sight - in Structure Sections	67	
Line of Sight - Open Topped Structures, determinin	g	67
Line of Sight - Partially Obscured, determining	33	
Line of Sight - Ranged Attacks at Units in Structure	s	67
Line of Sight - Terrain effects on	62	
Line of Sight Terrain Objects effects on	бі	
Line of Sight - through Access Points	67	
Line of Sight - to Structures	60	
Line of Sight - True Line of Sight, determining	33	1
Line of Sight - Visibility Range, determining	64	
L'Olonnais, Francois	107,	108
Long Range Bombardment	145-	14.6
Longboats	80,1	121
Longboats - Outfitting on Ships	96	
Los Corsarios de Pardal	110	
Low Profile	121	
Lucky (Commander Special Rule)	123	
Lucky (Event)	128	
Lucky Hits	76	
THE REPORT OF	1	

M

Marineros	112
Marines (Force Option)	IIO
Marins	119
Markers	32
Marksmen	123
Mast Destroyed	70
Masts	80
Matchlock Muskets	56
Measuring Distances	31
Medium Cannon	77, 122
Melee Combat	47-510
Melee Combat - After Units Are Engaged	47
Melee Combat - Fight Skill/Save	35
Melee Combat - in Structures	66
Melee Combat - in Terrain	50
Melee Combat - Initiate Melee Combat	47
Melee Combat - on Ships	90
Melee Combat - on Sinking Ships	70
Melee Combat - Ongoing	50
Melee Combat - Ranged Attacks into	51
Melee Saves	49
Melee Saves - in Cover	SI
Melee Saves - with Shaken Units	50
Melee Weapons	5I
Men of Old Spain	IIO
Milicianos	III

Milicianos Indios	112
miniatures	26,33
Minimum Board Size	132
Misfires	58
Misfortune (Event)	128
Misfortune at Sea (Special Rule)	104
Models	33
modifiers	30
Monbars the Exterminator	106
Morgan, Colonel Edward	102
Morgan, Henry	103, 10
Morgan's Buccaneers	114
Motivated	102
Mounted	40
Move	40,4
Move - in Structures	65
Move - Terrain Objects effects on	бі
Move - through units	40
Move Backwards (Ship Maneuvers)	84
Move Forward (Ship Maneuvers)	85
Move Under Oars (Sweeps)	84
Move When Boats Are Connected By Grapples	92
Move when Ships Are Connected by Grapples	89
Mulligan	126
Muskets	56

N

Natural 1 Roll		47
Natural 10 Roll	which it is worth that is	47
Nau, Jean David	All start death as our	107, 108

0

Object Terrain	бі
Object Terrain - Artillery as	73
Object Terrain - Cover, providing	бі
Obstacles	51
Old Hands - Force Option	114, 11'
Ongoing Melee Combat	50
Open Terrain	бі
Open Terrain - Burning	бі
Open Terrain - Deep Water	бі
Open Terrain - Fast Water	бі
Open Terrain - Rocky	бі
Open terrain - Sand	бі
Open Terrain - Shallow Water	бі
Open Topped Structures	64
Open Topped Structures - Climbing	65
Open Topped structures - Entering	65
Open Topped Structures - Exiting	65
Open Topped Structures - Line of Sight from	67
Outfit Ships	96
Outfitting Fortifications	96
Outfitting Ships - with Cannons	96
Outfitting Ships - with Longboats	96
Outfitting Ships - with Swivels	96
The second s	

Panama Invasion Force	114
Passing an Activation	38
Pikes	51
ikes, Lances, and Bayonets	51
Pistols - as Melee Weapons	52
istols - Ranged Attacks with	57
Point of Sail	83
Points	35, 81
Points - Limit	94
Poorly Equipped	123
Prone - Hits from Ranged Attacks	67
n Multiple Units in Structures	
Prone - Melee Saves	50
Purchasing Experience Upgrades	95
Purchasing Models for Units	95
Purchasing Weapon & Equipment Options	95
Pursuing	50
Pursuing - Shaken Units	50
Pushing Units	40
9	an ser tu
	A Deale State

Р

Quick

.

123

R		
Raid (Scenario)	136,	137
Raking Shots	91	
Rally (Unit is Shaken)	42	
Rally (while Unshaken)	41	
Random Game Length	146	in line
Range Modifier	53	
Range Modifier - for Artillery	75	
Ranged Attacks	53	
Ranged Attacks - at Units in Structures & Line of S	ight	67
Ranged Attacks - Casualties from	55	
Ranged Attacks - Fatigue Tests from	55	
Ranged Attacks - Fire effect on	69	
Ranged Attacks - into Melee Combat	51	
Ranged Attacks - Shoot Skill/Save	35	
Ranged Attacks - Sinking Ships effect on	70	Ser.
Ranged Attacks - Targeting Ships with	90	
Ranged Attacks - with Artillery	74	
Ranged Attacks - with Small Arms	53	
Ranged Attacks - with Stinkpots	58	
Ranged Attacks - with Thrown Weapons	52	
Ranged Saves	54	
Ranged Saves - Artillery	75	
Ranged Saves - elevation penalty on	56	
Ranged Saves - for Artillery Pieces	73	
Ranged Saves - with Cover	54,	5.6
Ranged Saves - with Hard Cover	56	
Reload	4I	
Reload Markers	54	
Reload Markers - for Artillery	75	
Reload Markers - for Ranged Attacks with Small An	ms	54
Repair	42	
Repair - Leak	69	

Repair - Mast Destroyed	70
Repair - Sail & Spar Damage	70
Repair - Sheets & Shrouds	70
Re-Roll (Fortune Point ability)	126
Reserves	146
Reserves - Deploying Reserves	146
Reserves - Ships in Reserve	146
Resolve	35,46
Rigging and the second second second	80
Rigging - Fortitude	81
Rigging - Integrity	81
Rigging Critical Damage	84
Rough Terrain	51, 61
Round	39
Rout	35
Rout - when Falling Back in Structures	65
Run Aground	63, 87
Run Aground - Freeing a Ship	87
Ruthless .	123

S

Sail & Spar Critical Damage	70	
Sail Setting	81	
Sail Setting - Ship Movement, effects on	82,	83
Sailing Large	83	
Sailing Off the Table	87	
Sailors	123	
Scenario - Choosing	95,	133
Scenarios - Creating	142	
Scenarios - Special Rules	142	-146
Scouts	123	
Scrolling the Map	87	
Sea Dogs	116	
Searle, Robert	102	
Sentries	142	-143
Setting Up the Game Board	133	
Shaken	36,	47
Shaken Units - Actions, effects on	47	
Shaken Units - Fatigue Points	47	
Shaken Units - Melee Saves with	50	
Shaken Units - Other Actions	47	
Shaken Units - within Structures	65	
Shallow Water	63	
Shanty - Structures	76	
Sheets & Shrouds - Rigging Critical Damage	70	
Ship - Boat	80	
Ship - collisions with boats	92	
Ship - Collisions with other ships	87-	88
Ship - Collisions with Stationary Objects	88	
Ship - Collisions with Units	88	
Ship Characteristics - Cannons	81	
	81	
Ship Characteristics - Hull Fortitude & Integrity	81	
Ship Characteristics - Points	81	
Ship Characteristics - Rigging Fortitude & Integrity		81
Ship Characteristics - Sail Setting	81	
Ship Characteristics - Ship Type	81	

Ship Characteristics - Size	81
Ship Characteristics - Swivels	81
Ship Characteristics - Top Speed	81
Ship Characteristics - Traits	81
Ship Characteristics - Turn	81
Ship Characteristics - Windward	81
Ship Combat - Firing on the Hull	90
Ship Combat - Firing on the Rigging	90
Ship Hull Critical Damage	69,70
Ship Hull Critical Damage - Catastrophic Damage	69
Ship Hull Critical Damage - Fire	69
Ship Hull Critical Damage - Gun	69
Ship Hull Critical Damage - Leak	69
Ship Hull Critical Damage - Sinking Ships	70
Ship Hull Critical Damage - Steerage	69
Ship Movement	82
Ship Movement - Advanced Maneuvers	86
Ship Movement - Drifting	84
Ship Movement - Move Backwards	84
Ship Movement - Move Forward	85
Ship Movement - Move Under Sail	82
Ship Movement - Point of Sail	83
Ship Movement - Reduced	82
Ship Movement - Residual	82
Ship Movement - Sail Setting, effects on	82, 83
Ship Movement - Turning	85
Ship Movement - with Steerage Damage	69
Ship Movement - with Sweeps	84
Ship Rigging Critical Damage	70
Ship Rigging Critical Damage - Mast Destroyed	70
Ship Rigging Critical Damage - Sail & Spar Damage	70
Ship Rigging Critical Damage - Sheets & Shrouds	70
Ships	64,80,
superior succession and surgers for succession.	81, 121
Ships - Brigantine	80
Ships - Capturing	90
Ships - Decks	80
Ships - Deploying	133
Ships - Grappled to Boats	92
Ships - Hull structure sections of	80
Ships - Light Frigate	80
Ships - Longboat	80 .
Ships - Masts on	80 •
Ships - Melee Combat on	90
Ships - Ranged Combat on	90
Ships - Rigging structure sections of	80
Ships - Shoals, effects on	63
Ships - Shorelines, effects on	63
Ships - Sloop	80
Ships - Structure Sections of	64
Ships - Towing Boats with	92
Shoals	63
Shoals - Casualties from	63
Shoals - Models in	63
Shoals - Ships in	63
Shoot	4I
Shoot Save	35,47
Shoot Save - elevation penalty	56

Shoot Save - with Cover	56
Shoot Save - with Hard Cover	56
Shoot Skill	35
Shoot Test	54
Shoot Test - Distance modifiers, determining	53
Shoot Test - with Cannons	75
Shoot Test - with Mixed Small Arms & Shoot Skills	54
Shoot Test - with Small Arms	54
Shoot Test - with Swivels	75
Shorelines	63
Shorelines - Ships, effects on	63
Simple Rig	121
Sinking Boats - Casualties from	70
Sinking Ships - Casualties from	70
Sinking Ships - effects on Melee Combat	70
Sinking Ships - effects on Ranged Attacks	70
Sinking Ships - Ship Hull Critical Damage	70
Skirmishers	123
Sloop	80, 12
Small Arms	53
Small Arms - Ranged Attacks at Units in Structures with	67
the second state of the se	91
Sounding the Alarm	143
Spanish Caribbean Militia	110
	08
	99, IO
0 110 1 0 1 1	97, 10
Special Rules	35, 122
Speidryke, Barnard	102
Spike Artillery	42,73
Sportsmanship	4-, /3 32
Stand	and the
Standard Actions	4 ¹
Standard Actions - Charge	40
Standard Actions - Go Prone	4I
Standard Actions - Move	4 ^I
Standard Actions - Rally (while Unshaken)	40, 4
Standard Actions - Release Grapples	4 ^I
Standard Actions - Reload	4 ¹
Standard Actions - Shoot	4 ¹
Standard Actions - Stand	4 ¹
Standard Actions - Throw Grapples	4 ^I
Standard Melee Weapons	41 61
Standard Melee weapons Start Fire	51
	42
Staysails	121
Steerage - Damage effect on Ship Movement Steerage - Damage effect on Turn Value	69
0	69
Steerage - Ship Hull Critical Damage	69
Stinkpots	58
Stone Building	76
Strike Points	133, 13.
Strike Tests	134
Structure Sections	64
Structure Sections - Control Zones	6.
	65
Structure Sections - Cover inside	67
Structure Sections - Cover inside Structure Sections - Fortifications, determining Structure Sections - in Buildings	

Structure Sections - Open Topped	64
Structure Sections - Ships	64
Structure Sections - Unit Cohesion, determining	65
Structures	60,64
Structures - Access Points into	65
Structures - Artillery inside	76
Structures - Boarded Up	60
Structures - Charging into	66
Structures - Collapse from Fire	68
Structures - Critical Hits on	77
Structures - Destroying	68,76
Structures - Destroying Artillery in	73
Structures - Entering	65
Structures - Exiting	65
Structures - Falling back while inside	65
Structures - Faring back while inside	68
Structures - Fortitude	
	76
Structures - Integrity	76
Structures - Large Stone Building	76
Structures - Large Wooden Building	76
Structures - Lucky Hits on	76
Structures - Melee Combat inside	66
Structures - Moving Artillery into & out of	73
Structures - Ownership	68
Structures - Pikes, effects on	52
Structures - Ranged Combat into & out of	67
Structures - Shaken Units inside	65
Structures - Shanty	76
Structures - Stone Building	76
Structures - Units, effects on	65
Structures - Very Large Building	76
Structures - Wooden Building	76
Stubborn	128
Sunrise/Sunset	145
Support Units	95
Sweeps	84
Sweeps: X (Ship Traits)	121
Sweltering	130
Swivel Guns	77, 78, 12
Swivel Guns - Defensive Attacks with	78
Swivel Guns - Outfitting on Ships	96
Swivel Guns - Ranged Attacks at Units in Structures with	and the second
Swivel Guns - Ship Characteristics	81
Swivel Guns - Shoot Test with	
Switter Guild's Onoot Test with	75

T

Tacking	86
Take and Hold	139, 140
Tall Terrain	64
Terrain	бо
Terrain - Climbing on	63 .
Terrain - Collapsed Buildings as	68
Terrain - Cover, effects on	62
Terrain - Impassable	бі
Terrain - Line of Sight, effects on	62
Terrain - Melee Combat in	50
Terrain - Moving Artillery through	73

Terrain - Objects as	бі
Terrain - Ranged Combat, effects on	55
Terror	108
Tests	30
Throwing & Releasing Grapples	41, 88-90
Thrown Overboard	92
Thrown Weapons	52
Timid the second second second second	123
Top Speed	81
Top Speed - Exceeding, effects of	84
Torches	124
Torrential Downpour	130
Total Collapse - Building Critical Damage	68
Tough	123
True Line of Sight	33
Turn (Phase)	39
Turn Value	81
Turn Value - Steerage Damage effects on	69
Turning (with a ship)	85
Turning Gauge	83
Twist of Fate	128

And the same a state of the same	
Unaffiliated Factions	120
Units	33, 35
Units - Activating	38
Units - Artillery hits when in Structures	76
Units - Cards	35
Units - Cohesion in Structure Sections	65
Units - Collapsed Buildings effect on	68
Units - Deploying	133
Units - in a Structure	65
Units - Maximum Size	94
Units - Minimum Size	94
Unorthodox Force - Special Rule	102, 106
Unruly	128

V

Vanguard	123
Varied Experience	120
Vendetta: English	98
Vendetta: Spanish	106
Very Inspiring	123
Very Large Building	76
Visibility Range	64
Visibility Range - Cover, effects of	64
Visibility Range - Line of Sight, effects on	64
Visibility Range - Tall Terrain, effects on	64
Vizcaynos	110

W

	and the second second second
Watchtower	144
Weapons	35
Weapons - Main Weapon	35
Weapons - Sidearm	35
Wearing	86
Weather	129

Weather Change	128
Well Equipped	123
Whetstone, Sir Thomas	102
Wind	83, 129
Wind - Change	128
Wind - Direction	83
Wind - Point of Sail	83
Wind - Speed	83
Wind - Starting Direction	133
Windward	83
Windward - Ship Characteristic	81
Winning	134
Wooden Buildings	76