

COMMANDERS

Bartholomew Sharp



COMMANDER



CHARACTER

MAY COMMAND ENGLISH BUCCANEERS AND BRETHERN OF THE COAST.

Main Weapons: Brace of Pistols
Standard Melee Weapon

Side arms: None

Command Range: 12"

Command Points: 2

Special Rules:

RUTHLESS | VERY INSPIRING

SHIFTING COMMAND: In scenarios where this model is not named as the Commander of the force, this model may join a unit following the normal rules for Characters (Fighting Men). This model's Command Range is reduced to 0" and Command Points reduced to 1. This Command point may only be spent on a unit which this model has joined. Any Special rules this model has are applied to the unit and any special rules the joined unit has apply to this model.

Units containing a character with this rule may not take actions outside of their activation granted by the use of another character's command points (including those of the Commander).

John Coxon



COMMANDER



CHARACTER

MAY COMMAND ENGLISH BUCCANEERS AND BRETHERN OF THE COAST.

Main Weapons: Brace of Pistols
Standard Melee Weapon

Side arms: None

Command Range: 12"

Command Points: 2

Special Rules:

INSPIRING | HIGH STANDING

SHIFTING COMMAND: In scenarios where this model is not named as the Commander of the force, this model may join a unit following the normal rules for Characters (Fighting Men). This model's Command Range is reduced to 0" and Command Points reduced to 1. This Command point may only be spent on a unit which this model has joined. Any Special rules this model has are applied to the unit and any special rules the joined unit has apply to this model.

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Richard Sawkins



COMMANDER



CHARACTER

MAY COMMAND ENGLISH BUCCANEERS AND BRETHERN OF THE COAST.

Main Weapons: Brace of Pistols
Standard Melee Weapon

Side arms: None

Command Range: 12"

Command Points: 2

Special Rules:

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

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Peter Harris



COMMANDER



CHARACTER

MAY COMMAND ENGLISH BUCCANEERS AND BRETHERN OF THE COAST.

Main Weapons: Brace of Pistols
Standard Melee Weapon

Side arms: None

Command Range: 12"

Command Points: 2

Special Rules:

FATED: This model may not spend a Fortune Point to CHEAT DEATH as described on p. 126 of the Rulebook.

SHIFTING COMMAND: In scenarios where this model is not named as the Commander of the force, this model may join a unit following the normal rules for Characters (Fighting Men). This model's Command Range is reduced to 0" and Command Points reduced to 1. This Command point may only be spent on a unit which this model has joined. Any Special rules this model has are applied to the unit and any special rules the joined unit has apply to this model.

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John Watling



COMMANDER



CHARACTER

MAY COMMAND ENGLISH BUCCANEERS AND BRETHERN OF THE COAST.

Main Weapons: Brace of Pistols
Standard Melee Weapon

Side arms: None

Command Range: 12"

Command Points: 2

Special Rules:

SHIFTING COMMAND: In scenarios where this model is not named as the Commander of the force, this model may join a unit following the normal rules for Characters (Fighting Men). This model's Command Range is reduced to 0" and Command Points reduced to 1. This Command point may only be spent on a unit which this model has joined. Any Special rules this model has are applied to the unit and any special rules the joined unit has apply to this model.

Units containing a character with this rule may not take actions outside of their activation granted by the use of another character's command points (including those of the Commander).

Edmund Cook



COMMANDER



CHARACTER

MAY COMMAND ENGLISH BUCCANEERS AND BRETHERN OF THE COAST.

Main Weapons: Brace of Pistols
Standard Melee Weapon

Side arms: None

Command Range: 12"

Command Points: 2

Special Rules:

POOR LEADERSHIP

SHIFTING COMMAND: In scenarios where this model is not named as the Commander of the force, this model may join a unit following the normal rules for Characters (Fighting Men). This model's Command Range is reduced to 0" and Command Points reduced to 1. This Command point may only be spent on a unit which this model has joined. Any Special rules this model has are applied to the unit and any special rules the joined unit has apply to this model.

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CHARACTERS

William Dampier



Unit Restrictions: Any English Faction
Command Range: 4"
Command Points: 1 (may only give a Change Sail Setting or Advanced Maneuver extra action)

Special Rules:
CAREFUL PLANNING

Unknown African



Unit Restrictions: English Buccaneers, French Buccaneers, and Brethren of the Coast only.
Command Range: none
Command Points: none

Special Rules:

INDOMITABLE: If this unit begins an activation with any amount of Fatigue, it immediately removes a point of Fatigue. If it was Shaken, and this would leave it with 2 points of Fatigue or less, it is no longer Shaken and may take actions normally.

Lionel Wafer



Unit Restrictions: English Buccaneers and Brethren of the Coast only.
Command Range: None
Command Points: None

Special Rules:

TOUGH: If this unit ends an activation with any amount of Fatigue, and it did not Push, it may remove a point of Fatigue at the end of its activation.

William, The Moskito Striker



Unit Restrictions: English Buccaneers, French Buccaneers, and Brethren of the Coast only.
Command Range: none
Command Points: none

Special Rules:

SCOUTS: This unit may move through Rough area terrain (not inside Structures and not while climbing) without the -1" movement penalty.

DEADEYE: This unit may spend an additional action when attempting a Shoot Test with any Musket or Carbine, as long as long as the Shoot Test is not taken as a Dedicated Action. If it does so, the target unit applies a +1 penalty to its Shoot Save against that attack. A player must declare this before rolling the Shoot Test.

Basil Ringrose



Unit Restrictions: English Buccaneers and Brethren of the Coast only.
Command Range: None
Command Points: None

Special Rules:

TOUGH: If this unit ends an activation with any amount of Fatigue, and it did not Push, it may remove a point of Fatigue at the end of its activation.

