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THE FLYING GANG (1714-1717)

CORE UNITS

- Sea Dogs
- Pirates
- Jamaican Privateers

SUPPORT UNITS

- Marins
- Zeelieden
- Pressed Men
- African Warriors
- Roundsmen
- European Sailors

COMMAND OPTIONS

Any Standard Pirate Commander, Charles Vane,
Olivier "La Buse" Levasseur, Samuel "Black Sam"
Bellamy, "Calico" Jack Rackham, Benjamin
Hornigold, or Henry Jennings

FORCE SPECIAL RULES

- » All ships in this Force gain the Shallow Draft Ship Trait.
- » This Force may not include size 3 or larger ships.
- » If this Force is the attacker in a scenario, once per game the controlling player may discard all the Activation Cards in their hand and replace them with the same number of new cards without spending a Fortune Point.
- » All units in this Force gain the *Rutless* Special Rule.

FORCE OPTIONS

Grapeshot: All cannons in this Force may add Grapeshot (see Equipment in the Blood & Plunder rule book) for free, but may fire using only Grapeshot for the duration of the battle.



BLACKBEARD'S MEN (1717-1718)

CORE UNITS

- Pirates
- Roundsmen

SUPPORT UNITS

- Sea Dogs
- Marins
- Marineros
- Zeelieden
- European Sailors
- Pressed Men
- Jamaican Privateers

COMMAND OPTIONS

Edward "Blackbeard" Teach

FORCE SPECIAL RULES

- » This Force adds +2 when determining the attacker in a scenario.
- » If this Force includes the Queen Anne's Revenge ship or has 2 or more ships, the Force gains *Vendetta: X*. X is the opposing Force's Nationality.
- » If this Force is the attacker in an amphibious or sea scenario, it may fly false colors to deceive the opposing force. Roll a d10 at the start of each turn. On a 7+ the ruse is discovered and has no effect, so no further rolls are made. Otherwise, no unit in this Force may be attacked by any enemy units this turn unless a unit in this Force attacks first or moves within 12" of an enemy unit.
- » If this Force is the attacker in a scenario, once per game the controlling player may discard all the Activation Cards in their hand and replace them with the same number of new cards without spending a Fortune Point.

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GOLDEN AGE PIRATES (1700-1730)

CORE UNITS

- Pirates
- Sea Dogs
- Marins
- Marineros
- Zeelieden
- Roundsmen

SUPPORT UNITS

- European Sailors
- Warrior Musketeers
- African Warriors
- Later Flibustiers
- Jamaican Privateers
- Pressed Men

COMMAND OPTIONS

Any Standard Pirate Commander, Edward "Blackbeard" Teach, Charles Vane, Stede Bonnet, "Calico" Jack Rack-ham, Olivier "La Buse" Levasseur, Bartholomew "Black Bart" Roberts, Samuel "Black Sam" Bellamy, Black Caesar, Benjamin Hornigold, Henry Jennings, John James, John Quelch, or Louis Guittar.

FORCE SPECIAL RULES

- » If this Force is the defender in a scenario, roll a D10. On a 7+, this Force begins the game with Drunk scenario special rule (pg. 143 of the *Blood & Plunder* rulebook).
- » If this Force is the attacker in an amphibious or sea scenario, it may fly false colors to deceive the opposing force. Roll a d10 at the start of each turn. On a 7+ the ruse is discovered and has no effect, so no further rolls are made. Otherwise, no unit in this Force may be attacked by any enemy units this turn unless a unit in this Force attacks first or moves within 12" of an enemy unit.
- » If this Force is the attacker in a scenario, once per game the controlling player may discard all the Activation Cards in their hand and replace them with the same number of new cards without spending a Fortune Point.

FORCE OPTIONS

Grapeshot: All cannons in this Force may add Grapeshot (see Equipment in the *Blood & Plunder* rule book) for free, but may fire using only Grapeshot for the duration of the battle.



CAESAR'S MEN (1714-1718)

CORE UNITS

- Pirates
- Sea Dogs
- Marins
- Marineros
- Zeelieden
- Roundsmen

SUPPORT UNITS

- Warriors
- Warrior Musketeers
- African Warriors
- Later Flibustiers
- Jamaican Privateers
- Pressed Men

COMMAND OPTIONS

Black Caesar

FORCE SPECIAL RULES

- » This Force may not include ships of size 3 or larger.
- » The player controlling this Force may choose to add a +4 to its roll when determining attacker in a scenario.
- » If this Force is the attacker in an amphibious or sea scenario, it may fly false colors to deceive the opposing force. Roll a d10 at the start of each turn. On a 7+ the ruse is discovered and has no effect, so no further rolls are made. Otherwise, no unit in this Force may be attacked by any enemy units this turn unless a unit in this Force attacks first or moves within 12" of an enemy unit.
- » If this Force is the attacker in a scenario, once per game the controlling player may discard all the Activation Cards in their hand and replace them with the same number of new cards without spending a Fortune Point.
- » All units in this Force gain the *Ruthless* Special Rule.

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SPANISH ARMY (1700-1730)

CORE UNITS

- Soldados Reformados or Soldados de Avanzada
- European Regulars

SUPPORT UNITS

- Granaderos
- Milicianos Reformados
- Milicianos Negros
- Warriors
- Warrior Archers
- Artillerymen
- Caballeria
- Caballeria Lancero

COMMAND OPTIONS

Any Spanish Standard Commander,
Francisco Romo de Uriza,
Don Andres de Ariola y Guzman,
or José De Zúñiga Y La Cerda

FORCE SPECIAL RULES

- » This Force's commander may spend two Command Points to issue a platoon action to all units with the *Expertly Drilled* Special Rule within its command range. The controlling player chooses a single type of action and all units that are in formation and are not Shaken may take that action, including the commander's unit.
- » This Force may include one more Support unit than is usually allowed.
- » The Commander's unit in this Force may take a single Standard Action to gain an additional Command Point for this activation.

FORCE OPTIONS

Caballeros de Caballeria: Caballeria and Caballeria Lancero become Core units and Soldados Reformados become Support units.



SPANISH ARMADA (1700-1730)

CORE UNITS

- Marineros
- Vizcainos
- Soldados Reformados
- Artillerymen

SUPPORT UNITS

- Granaderos
- Milicianos Negros
- Milicianos Reformados
- Zeelieden
- Kapers
- European Sailors
- Sea Dogs
- Marins

COMMAND OPTIONS

Any Standard Spanish Commander
or Don Andrés de Arriola y Guzmán

FORCE SPECIAL RULES

- » This Force adds +4 when determining the attacker in a scenario.
- » All Veteran units in this Force gain the *Expert Sailors* and *Expert Artillery Crew* Special Rules.
- » Units of Marineros may upgrade the *Artillery Crew* Special Rule to *Expert Artillery Crew* for +4 pts per unit.
- » This Force's Commander may spend two Command Points to issue either a Reload or Shoot action to all units assigned to artillery with the *Expert Artillery Crew* Special Rule that are within its Command Range. (Note that the *Broadside!* Special Rule will apply if the Commander has it).

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SPANISH MISSION GARRISON

(1700-1730)

CORE UNITS

- Milicianos Indios de la Florida
- Soldados de Avanzada

SUPPORT UNITS

- Hostigadores
- Warrior Archers 
- Milicianos Indios
- Milicianos Negros
- Caballeria Lancero
- Milicianos Artilleros

COMMAND OPTIONS

Any Standard Spanish Commander,
Francisco Romo de Uriza,
or Father Angel Miranda

FORCE SPECIAL RULES

- » If this Force's Command unit includes a Spiritual Leader or a Mission Priest Character, the Commander gains an additional Command Point (to a maximum of 3).
- » All units armed with Bows in this Force gain the *Rain of Arrows* Special Rule.
- » All Soldados de Avanzada in this Force gain the *Support: Milicianos Indios de la Florida* Special Rule.

FORCE OPTIONS




Spanish Raiders: This Force may include Warrior Musketeers (Native American) as Support units if it does not include any Caballeria Lanceros or Milicianos Artilleros.





FRANCO-SPANISH EXPEDITIONARY FORCES

(1700-1713)

CORE UNITS

- Milicianos Reformados
- Milicianos Indios
- Milicianos Negros
- Soldados Reformados
- Fusiliers 
- Milices des Caraïbes 
- Boucaniers 

SUPPORT UNITS

- Later Flibustiers 
- Hostigadores
- Artillerymen 

COMMAND OPTIONS

Any Standard Spanish Commander, any Standard French Commander, or Pierre Lemoyne d'Iberville

FORCE SPECIAL RULES

- » If any unit in this Force is given an extra action with a Command Point by a Commander or Character of a different Nationality, the Commander or Character using the Command Point must take a Resolve test. The extra action may only be taken if the test is passed, otherwise the Command Point is wasted.

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GUARDA COSTAS (1700-1730)

CORE UNITS

- Marineros
- Vizcainos
- Milicianos Reformados
- Corsarios

SUPPORT UNITS

- Milicianos Negros
- Milicianos Indios
- Zeelieden
- Kapers
- European Sailors
- Sea Dogs
- Jamaican Privateers

COMMAND OPTIONS

Any Standard Spanish Commander, Archibald MacDonnel, Don Andrés de Arriola y Guzmán, or Amaro "Pargo" Rodríguez Felipe

FORCE SPECIAL RULES

- » This Force adds +2 to its roll when determining the attacker in a scenario.
- » All Core units in this Force with the *Sailors* Special Rule replace it with the *Expert Sailors* Special Rule.
- » All units in this Force may re-roll a failed Throw Grapples test once per turn.
- » All units in this Force gain the *Poorly Equipped* Special Rule.
- » All ships in this Force move 1" more when moving with Sweeps.

FORCE OPTIONS

Foreign Service: This Force may replace its Command options with any of the following Command options: Any Standard British Commander | Any Standard French Commander | Any Standard Dutch Commander | Any Standard Unaligned European Commander. If any of these Command options are chosen, all units lose the *Poorly Equipped* Special Rule, all Spanish units become Support units and units of the chosen Commander's Nationality from those in the Support units list for this Force become Core units.

Spanish Corsairs: This Force removes the *Poorly Equipped* Special Rule from all units. This Force may not include Milicianos Reformados, Milicianos Negros, or Milicianos Indios.



REFORMED SPANISH MILITIA (1700-1730)

CORE UNITS

- Milicianos Reformados
- Milicianos Negros
- Lanceros
- Hostigadores
- Caballeria

SUPPORT UNITS

- Artillerymen
- Caballeria Lancero
- Soldados Reformados
- Soldados de Avanzada
- Milicianos Indios

COMMAND OPTIONS

Any Standard Spanish Commander, Don Andrés de Arriola y Guzmán, Francisco Romo de Uriza, or José de Zúñiga y la Cerdá

FORCE SPECIAL RULES

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

FORCE OPTIONS

Cinquetaine: Caballeria Lancero units become Core units in this Force, and at least half of the units in this Force must be Caballeria Lancero units. The Commander in this Force must also be mounted

Guerilla Fighters: This Force may include Milicianos Indios as Core units and may deploy up to half of its units using the Lay in Wait rule, but only if the Force contains no Artillery on field carriages and no Mounted units.

Far Flung Outpost: All units in this Force gain the *Tough* Special Rule. When attempting to Reload, all units in this Force must roll 1 die for each Reload action taken. On a 5+, the Reload marker is removed, otherwise the action is wasted. This Force may not include Soldados Reformados.

Armadillas: Marineros become Core units. Caballeria units may not be included in this Force.

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**PARGO'S
MARINEROS**
(1703-1747)

CORE UNITS

- Marineros
- Vizcainos

SUPPORT UNITS

- Corsarios
- Zeelieden 
- European Sailors 

COMMAND OPTIONS

Amaro "Pargo" Rodriguez Felipe

FORCE SPECIAL RULES

- » This Force adds +3 when determining the attacker in a scenario.
- » All Core units in this Force with the *Sailors* Special Rule replace it with the *Expert Sailors* Special Rule.
- » All units in this Force may re-roll a failed Throw Grapples test once per turn.
- » All size 3 and larger ships in this Force may add up to 6 additional Heavy Cannons to their permitted amount, not exceeding the maximum number of cannons these ships may take. A ship that takes these additional Heavy Cannons has its Speed limited to 4".



**BRITISH
PRIVATEERS**
(1700-1730)

CORE UNITS

- Sea Dogs
- Able Seamen
- Jamaican Privateers

SUPPORT UNITS

- Enter Ploeg 
- Zeelieden 
- European Sailors 
- Veteran Freebooters

COMMAND OPTIONS

Any Standard British Commander, Woodes Rogers, Read Elding, Benjamin Hornigold, or Henry Jennings

FORCE SPECIAL RULES

- » If this Force is the attacker in a scenario, once per game the controlling player may discard all the Activation Cards in their hand and replace them with the same number of new cards without spending a Fortune Point.
- » All Trained and Veteran units in this Force gain the *Hard Chargers* Special Rule.
- » This Force adds +2 when determining the attacker in a scenario.

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BRITISH RAIDERS (1700-1730)

CORE UNITS

- Indian Fighters or Frontier Militia
- Braves
- Young Braves

SUPPORT UNITS

- English Militia
- Pniceses

COMMAND OPTIONS

Any Standard British Commander,
James Moore, Benjamin Church,
Colonel John Barnwell or Read Elding

FORCE SPECIAL RULES

- » If this Force contains any British units, the Commander must be assigned to one of those units, even if they are Support units.
- » If any Native American unit in this Force is given an extra action with a Command Point, the Commander or Character using the Command Point must take a Resolve test. The extra action may only be taken if the test is passed, otherwise the Command Point is wasted.
- » All Native American units in this Force gain the *Cunning* and *War Cry* Special Rules.
- » This Force adds +2 when determining the attacker in a scenario.



BRITISH ARMY (1700-1730)

CORE UNITS

- Regulars

SUPPORT UNITS

- Grenadiers
- Provincials
- Artillerymen
- English Militia
- Indian Fighters
- Warriors or Young Braves
- Warrior Musketeers or Braves

COMMAND OPTIONS

Any Standard British Commander
or Francis Nicholson

FORCE SPECIAL RULES

- » This Force's Commander may spend two Command Points to issue a platoon action to all units with the *Expertly Drilled* Special Rule within its Command Range. The controlling player chooses a single type of action and all units that are in formation and are not Shaken may take that action, including the Commander's unit.
- » This Force's Commander may spend one of its unit actions to gain an additional Command Point during its activation.

FORCE OPTIONS

Provincials: Provincials become Core units and Regulars become Support units.

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BRITISH ROYAL NAVY (1700-1730)

CORE UNITS

- Sea Dogs
- Able Seamen

SUPPORT UNITS

- Regulars
- Grenadiers
- Enter Ploeg
- Zeelieden
- European Sailors

COMMAND OPTIONS

Any Standard British Commander,
Robert Maynard, or Chaloner Ogle

FORCE SPECIAL RULES

- » All Sea Dogs and Able Seamen in this Force gain the *Tough* Special Rule.
- » This Force adds +4 when determining the attacker in a scenario.
- » This Force's Commander may spend two Command Points to issue either a Reload or Shoot action to all units assigned to artillery with the *Expert Artillery Crew* Special Rule within its Command Range. (Note that the *Broadside!* Special Rule will apply if the Commander has it).



BRITISH MILITIA (1700-1730)

CORE UNITS

- English Militia
- Provincials

SUPPORT UNITS

- Frontier Militia
- Militia Cavalry
- Militia Artillery Crew
- Sea Dogs
- Able Seamen
- Regulars
- Jamaican Privateers
- Boslopers
- Braves
- Young Braves
- African Warriors

COMMAND OPTIONS

Any Standard British Commander, Francis
Nicholson, James Moore, Benjamin Church,
William Rhett, Woodes Rogers, or Read Elding

FORCE SPECIAL RULES

- » Once per turn, a single English or British unit in this Force may re-roll a Fatigue test without spending a Fortune Point.
- » African Warrior units in this Force may not be equipped with Bows.

FORCE OPTIONS

Caribbean Militia: Jamaican Privateers and Sea Dogs become Core units in this Force.

North American Militia: Indian Fighters or Frontier Militia become Core units in this Force. English Militia may exchange the *Drilled* Special Rule for the *Elusive* Special Rule.

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MAYNARD'S PIRATE HUNTERS (1718)

CORE UNITS

- Sea Dogs
- Able Seamen

SUPPORT UNITS

- Regulars
- English Militia

FORCE SPECIAL RULES

- » This Force adds +3 when determining the attacker in a scenario.
- » All Trained and Veteran units in this Force gain the *Hard Chargers* Special Rule.
- » When Robert Maynard's unit is activated, instead of spending Command Points, any units aboard a ship that he is aboard may immediately take a free Stand/Go Prone action. Until Maynard's units next activation, prone units aboard his ship cannot be the target of shooting attacks made using Small Arms.



FRENCH ARMY (1700-1730)

CORE UNITS

- Compagnies Franches de la Marine or Fusiliers

SUPPORT UNITS

- French Grenadiers
- Milices des Caraïbes or Miliciens Canadien
- Warriors or Braves or Late Flibustiers
- Young Warriors or Young Braves
- Artillerymen

COMMAND OPTIONS

Any Standard French Commander,
Daniel d'Augur de Subercase,
Rene Duguay Trouin,
or Henri-Louis De Chavagnac

FORCE SPECIAL RULES

- » This Force's Commander may spend two Command Points to issue a platoon action to all units with the *Expertly Drilled* Special Rule within its Command Range. The controlling player chooses a single type of action and all units that are in formation and are not Shaken may take that action, including the Commander's unit.
- » This Force's Commander may spend one of its unit actions to gain an additional Command Point during its activation.

FORCE OPTIONS

Canadians: If this Force includes no Milices des Caraïbes, it may include Braves & Warrior Musketeers as Core units and Coureur des Bois as Support units.

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FRENCH RAIDERS (1700-1730)

CORE UNITS

- Milice Canadienne
- Braves
- Young Braves

SUPPORT UNITS

- Coureur des Bois
- Pnises
- Compagnies Franches de la Marine

COMMAND OPTIONS

Any Standard French Commander,
Saint Ovide de Monbeton,
Jean-Baptiste Hertel de Rouville,
or Bernard-Anselme d'abbadie de Saint Castin

FORCE SPECIAL RULES

- » If this Force contains at least as many Native American units as French units, all units in this Force gain the *Quick* Special Rule.
- » This Force adds +2 when determining the attacker in a scenario.



FRENCH CARIBBEAN MILITIA (1700-1730)

CORE UNITS

- Milices des Caraïbes or Miliciens
- Later Flibustiers
- Compagnies Franches de la Marine or Fusiliers

SUPPORT UNITS

- Milice Cavalerie
- Artillerymen or Marins
- French Grenadiers
- Boucaniere
- Boucaniers
- Marins Basque

COMMAND OPTIONS

Any Standard French Commander
or Henri-Louis de Chavagnac

FORCE SPECIAL RULES

- » Once per turn, a single unit in this Force that is not Mounted and is not Assigned may take a free Move Action at the end of its activation. This action may not be used to initiate or move away from a Melee Combat.

FORCE OPTIONS

Troupe de Cheval: This Force may take Milice Cavalerie as a Core unit if it includes at least two units of Milice Cavalerie and its Commander is mounted.

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FRENCH PRIVATEERS (1700-1730)

CORE UNITS

- Marins
- Later Flibustiers

SUPPORT UNITS

- Marins Basque
- Milices des Caraïbes or Milice Canadienne
- Les Enfants Perdus
- Boucaniers
- Zeelieden
- Enter Ploeg
- Kapers
- Veteran Freebooters
- Warrior Musketeers or Braves
- African Warriors

COMMAND OPTIONS

Any Standard French Commander,
Joseph "Saint-Ovide" de Monbeton,
Captain Daniel, or Renee Duguay-Trouin

FORCE SPECIAL RULES

- » This Force adds +2 when determining the attacker in a scenario.
- » All units in this Force may re-roll a failed Throw Grapple Test once per turn.
- » Units in this Force targeting a ships rigging with Small Arms score Lucky Hits if one or more Natural 10s are rolled.
- » Once per game, this Force's controlling player may discard all the Activation Cards in their hand and replace them with the same number without spending a Fortune Point.

FORCE OPTIONS

Grapeshot: All cannons in this Force may add Grapeshot (see Equipment in the Blood & Plunder Rulebook) for free, but may fire using only Grapeshot for the duration of the battle.

Canadians: Milice Canadienne become Core units in this Force. This Force may not include Boucaniers.

Buccaneers: Boucaniers become Core units in this Force. This Force may not include Braves.



FRENCH ROYAL NAVY (1700-1730)

CORE UNITS

- Marins
- Marins Basque
- Fusiliers

SUPPORT UNITS

- Milices des Caraïbes or Milice Canadienne
- Artillerymen
- Zeelieden
- Enter Ploeg
- French Grenadiers

COMMAND OPTIONS

Any Standard French Commander,
Renee Duguay Trouin,
or Henri-Louis de Chavagnac

FORCE SPECIAL RULES

- » This Force adds +3 when determining the attacker in a scenario.
- » All Trained and Veteran units in this Force gain the *Brawlers* Special Rule.
- » Once per turn, this Force may re-roll the result of a Critical or Lucky Hit against an opposing ship's Rigging.
- » Units of Marins may upgrade *Artillery Crew* Special Rule to *Expert Artillery Crew* for +4 pts per unit.
- » This ship's Commander may spend 2 Command Points to issue either a Reload or Fire action to all units assigned to artillery with the *Expert Artillery Crew* Special Rule within its Command Range. (Note that the *Broadside* Special Rule will apply if the Commander has it).

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
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

CANADIAN MILITIA

(1700-1730)

CORE UNITS

- Milice Canadienne
- Coureur des Bois
- Compagnies Franches de la Marine
- Braves 

SUPPORT UNITS

- Marins or Miliciens Artilleurs
- Marins Basque
- Phieses 
- Young Braves 

COMMAND OPTIONS

Any Standard French Commander, Pierre Lemoyne d'Iberville, Saint Ovide de Monbeton, Jean-Baptiste Hertel de Rouville, Daniel d'Augur de Subercase, or Bernard-Anselme d'Abbadie de Saint Castin

FORCE SPECIAL RULES


- » Once per turn, a single unit in this Force that is not Mounted and is not Assigned may take a free Move Action at the end of its activation. This action may not be used to initiate or move away from a Melee combat.
- » Braves units in this Force gain the *Support: Coureur de Bois, Milice Canadienne* Special Rule.




DUTCH MARINE

(1700-1730)

CORE UNITS

- Zeelieden
- Kapers
- European Sailors 

SUPPORT UNITS

- Militie
- Enter Ploeg
- Jamaican Privateers 

COMMAND OPTIONS

Any Standard Dutch Commander, Adriaen Claver, or Pieter Stool

FORCE SPECIAL RULES

- » All ships in this Force gain the Shallow Draft ship Trait.
- » This Force adds +2 when determining the attacker in a scenario.

FORCE OPTIONS

Vrijbuiters: When attacked by a unit that is 6" away or less, units in this Force may re-roll a single failed Fatigue test die resulting from the attack. If this Force is the attacker in an amphibious or sea scenario, it may fly false colors to deceive the opposing force. Roll one d10 at the start of each turn. On a 7+ the ruse is discovered and has no effect, so no further rolls are made. Otherwise, no unit in this Force may be attacked by any enemy units this turn unless a unit in this Force attacks first or moves within 12' of an enemy unit.

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

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DUTCH CARIBBEAN MILITIA

(1700-1730)

CORE UNITS

- Militie
- Jewish Militia
- Zvarte Militie
- Latere Soldaten
- European Regulars

SUPPORT UNITS

- Grenadier Soldaten
- Vrij Compagnieen
- Zeelieden
- Warriors
- Warrior Musketeers
- Artillerymen

COMMAND OPTIONS

Any Standard Dutch Commander
or Jeremias van Collen

FORCE SPECIAL RULES

- » At the end of the turn, if this Force has more Strike Points than it did at the end of the previous turn, remove 1 point of Fatigue from all non-Shaken units in this Force.
- » The Commander of this Force gains the *Castilian* Special Rule.

FORCE OPTIONS

Dutch Frontier Patrol: Vrij Compagnieen and Warrior Musketeers become Core units and European Regulars, and Zvarte Militie become Support units.

Dutch GWC Garrison: Zvarte Militie become Support units and this Force's Commander may spend one of its unit actions to gain an additional Command Point during its activation.



CREEK

(1700-1730)

CORE UNITS

- Braves
- Warrior Musketeers
- Young Braves

SUPPORT UNITS

- Pniseses
- Renegadoes

COMMAND OPTIONS



Any Standard Native American Commander,
Red & White Chiefs, or Emperor Brim



FORCE SPECIAL RULES


- » All units in this Force gain the *Well-Equipped* and *Elusive* Special Rules.

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CHICKASAW
(1700-1730)

CORE UNITS

- Braves
- Pniseses



SUPPORT UNITS



- Warriors
- Young Braves



COMMAND OPTIONS
 Any Standard Native American Commander,
 Red & White Chiefs, or Oboystabee



FORCE SPECIAL RULES


- » This Force adds +1 when determining the attacker in a scenario.
- » All units in this Force gain the *Well-Equipped* and *Quick* Special Rules.
- » This Force's Commander gains the *Careful Planning* Special Rule.




TUSCARORA
(1700-1730)

CORE UNITS

- Braves
- Pniseses
- Warrior Archers



SUPPORT UNITS



- Warriors
- Rengadoes 
- Young Braves

COMMAND OPTIONS
 Any Standard Native American Commander
 or King Hancock

FORCE SPECIAL RULES


- » All units in this Force gain the *Cunning* and *Battle Hardened* Special Rules.
- » This Force's Commander gains the *Resilient* and *Castillian* Special Rules.

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CHOCTAW

(1700-1730)

CORE UNITS

- Young Braves
- Warrior Musketeers
- Warrior Archers

SUPPORT UNITS


- Renegadoes 
- Braves

COMMAND OPTIONS

Any Standard Native American Commander,
Red & White Chiefs, or Chicacha Oulacta

FORCE SPECIAL RULES

- » Any unit armed with Muskets as a primary weapon may downgrade it to a Sidearm for -4 points (not per model).
- » Once per turn, a single unit in this Force that is not Mounted and is not Assigned may take a free Move or Go Prone/Stand action at the end of its activation. This action may not be used to initiate or move away from a Melee combat.




CHEROKEE

(1700-1730)

CORE UNITS

- Braves
- Young Braves
- Warrior Archers

SUPPORT UNITS

- Pniseses
- Renegadoes 

COMMAND OPTIONS



Any Standard North American Commander,
Red & White Chiefs, or Caesar of Echota



FORCE SPECIAL RULES


- » This Force may choose one of the following options:
Early Contact: All units in this Force gain the *Elusive* Special Rule.
Later Contact: All units in this Force gain the *Tough* Special Rule.

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YAMASEE

(1700-1730)

CORE UNITS

- Braves
- Young Braves
- Warrior Archers

SUPPORT UNITS



- Pniseses
- African Warriors 
- Renegadoes 
- Milicanos Indios 



COMMAND OPTIONS



Any Standard Native American Commander
or King Lewis



FORCE SPECIAL RULES


- » All units in this Force gain the *Ruthless* and *Savvy* Special Rules.
- » This Force's Commander gains the *Terror* Special Rule.



**NORTHEASTERN
WOODLAND TRIBES**

(1700-1730)

CORE UNITS

- Braves
- Pniseses
- Warriors
- Young Braves

SUPPORT UNITS



- Warrior Archers
- Young Archers



COMMAND OPTIONS

Any Standard Native American Commander

FORCE SPECIAL RULES

- » All units in this Force gain the *Spy* Special Rule.
- » This Force may take size 2 Ships.

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IROQUOIS (1700-1730)

CORE UNITS

- Braves
- Pniseses
- Warriors
- Young Braves

SUPPORT UNITS

- Warrior Archers

COMMAND OPTIONS

Any Standard Native American Commander
or Peter Brant

FORCE SPECIAL RULES

- » All units in this Force gain the *Cunning* and *Battle Hardened* Special Rules.
- » This Force adds +2 when determining the attacker in a scenario.

FORCE OPTIONS

Mohawk: All units exchange the *Cunning* Special Rule for the *Well-Equipped* Special Rule.

Seneca: This Force's Commander gains the *Delay Tactics* Special Rule; Pniseses gain the *Support: Braves* Special Rule.

Onondaga: Young Braves become a Support unit and this Force's Commander gains the *Careful Planning* Special Rule.

Cayuga: Warriors become Support units and this Force's Commander gains the *Expert Ambushers* Special Rule.

Oneida: This Force's Commander gains the *Vendetta: French* Special Rule.



WABANAKI (1690-1730)

CORE UNITS

- Braves
- Pniseses
- Warriors

SUPPORT UNITS

- Warrior Musketeers
- Young Braves

COMMAND OPTIONS

Any Standard Native American Commander,
Bernard'Abbadie de Saint-Castin,
or Chief Gray Lock

FORCE SPECIAL RULES

- » All units in this Force gain the *Skirmishers* and *Vanguard* Special Rules.
- » This Force may take size 2 ships.

FORCE OPTIONS

Abanaki: This Force adds *Coureur des Bois* as a Support unit.

Micmac: This Force's Commander gains the *Vendetta: English* Special Rule.

Maliseet: All units in this Force lose *Skirmishers* and gain the *Rutless* Special Rule.

Penobscot: Units in this Force may replace Standard Melee Weapons for Heavy Melee Weapons for no cost.

Passamquoddy: All units in this Force gain the *Sailors* Special Rule.

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THE LAST BUCCANEERS (1700-1730)

CORE UNITS

- Jamaican Privateers
- Later Flibustiers
- Sea Dogs
- Marins
- Marineros

SUPPORT UNITS

- Kapers
- Veteran Freebooters
- Boucaniers
- Renegados
- Marins Basque
- Vizcainos
- Zeelieden

COMMAND OPTIONS

Any Standard Pirate, French, British,
or Unaligned European Commander,
Captain Daniel, Louis Guittar,
John Quelch, or John James

FORCE SPECIAL RULES

- » If this Force is the attacker in a scenario, once per game the controlling player may discard all the Activation Cards in their hand and replace them with the same number of new cards without spending a Fortune Point.
- » All Trained and Veteran units in this Force gain the *Hard Chargers* Special Rule.

FORCE OPTIONS

Grapeshot: All cannons in this Force may add Grapeshot for free, but may fire using only Grapeshot for the duration of the battle.



BRAZILIAN PORTUGUESE GARRISON (1700-1730)

CORE UNITS

- European Regulars
- Milicianos Reformados
- European Militia Cavalry
- Milicianos Indios

SUPPORT UNITS

- European Grenadiers
- Jewish Militia
- Warrior Archers
- Warriors
- Warrior Musketeers
- Artillerymen
- Marineros
- European Sailors
- Vizcainos

COMMAND OPTIONS

Any Standard Unaligned European Commander,
Francisco de Castro Morais, or Manuel Nunes Viana

FORCE SPECIAL RULES

- » This Force's Commander may spend two Command Points to issue a platoon action to all units with the *Expertly Drilled* Special Rule within its command range. The controlling player chooses a single type of action and all units that are in formation and are not Shaken may take that action, including the Commander's unit.
- » All Core units in this Force gain the *Drilled* Special Rule.
- » This Force's Commander may spend one of its unit actions to gain an additional Command Point during its activation.
- » All Milicianos Indios in this Force may exchange Bows for Firelock Muskets as Main Weapons for no cost.

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BRAZILIAN PORTUGUESE ARMADAS

(1700-1730)

CORE UNITS

- European Regulars
- Marineros
- European Sailors
- Vizcainos

SUPPORT UNITS

- European Grenadiers
- Artillerymen
- Milicianos Reformados

COMMAND OPTIONS

Any Standard Unaligned European Commander,
Francisco de Castro Morais,
or Amaro José de Mendonga

FORCE SPECIAL RULES

- » This Force adds +2 when determining the attacker in a scenario.
- » All Veteran Units in this Force gain the *Expert Sailors* and *Expert Artillery Crew* Special Rules.
- » All units in this Force with the *Artillery Crew* Special Rule may upgrade the to *Expert Artillery Crew* Special Rule for +4 pts per unit.
- » This Force's commander may spend two Command Points to issue either a Reload or Fire action to all units assigned to artillery with the *Expert Artillery Crew* Special Rule within its Command Range. (Note that the *Broadside!* Special Rule will apply if the Commander has it).



MISKITO ZAMBO

(1655-1800)

CORE UNITS

- African Warriors
- Coromantee Warriors
- Warrior Musketeers

SUPPORT UNITS

- Warriors
- Warrior Archers

COMMAND OPTIONS

Standard Unaligned Renegade Commander
or King Jeremy II,

FORCE SPECIAL RULES

- » If this Force is the attacker in a scenario, it may choose to have the Night (Limited Visibility) scenario rule in effect.
- » This Force adds +2 when determining the attacker in a scenario.
- » This Force may not include ships size 2 or larger.
- » Any ship included in this force gains the Paddles ship Trait.
- » This Force may not include Artillery.

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MAROONS

(1655-1800)

CORE UNITS

- African Warriors
- Coromantee Warriors

SUPPORT UNITS

- Lancers
- Warrior Archers

COMMAND OPTIONS

Standard Unaligned Renegade Commander,
Colonel Cudjoe, or Queen Nanny

FORCE SPECIAL RULES

- » If this Force is the attacker in a scenario, it may choose to have the Night (Limited Visibility) Scenarios rules in effect.
- » If this Force is the defender in a scenario, it may place up to half its units using the Lay in Wait rule.
- » This Force may not include ships size 2 or larger.
- » If a unit in this Force starts an activation more than 8" away from a unit that it is charging, apply a +1 penalty to any defensive attack made before the Charge action.
- » All units in this Force gain the *Hidden* Special Rule.

FORCE OPTIONS

Jamaican Maroons: African Warriors exchange the *Slow Reload* Special Rule for the *Poorly Equipped* Special Rule if they are armed with Muskets.

Brazilian Quilombolas: Warrior Archers and Lancers become Core units and Coromantee Warriors become Support units. This Force's Commander gains the *Castilian* Special Rule.

Suriname Maroons: Warrior Archers become a Core unit and Warriors become a Support unit. All units in this Force gain the *Rutless* Special Rule.



BAYMEN

(1700-1730)

CORE UNITS

- Jamaican Privateers
- Later Flibustiers
- Sea Dogs
- Engages

SUPPORT UNITS

- Marins
- Kapers
- Veteran Freebooters
- Boucaniers
- Warrior Musketeers

COMMAND OPTIONS

Any Standard Pirate, British
or Unaligned European Commander.

FORCE SPECIAL RULES

- » If this Force is the defender in a scenario, roll a D10. On a 7+, this force begins the game with Drunk scenario rule.
- » If this Force is the attacker in a scenario, once per game the controlling player may discard all the Activation Cards in their hand and replace them with the same number of new cards without spending a Fortune Point.
- » All units in this Force may add the *Elusive* and *Scouts* Special Rules for 4 points per unit (not per model).
- » Engages replace their support rule with *Support: Jamaican Privateers or Later Flibustiers*.
- » This Force may only include ships of size 3 or less.

FORCE OPTIONS

Out of Practice: Any unit in this Force maybe downgraded one experience level for -1 points per model.

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