

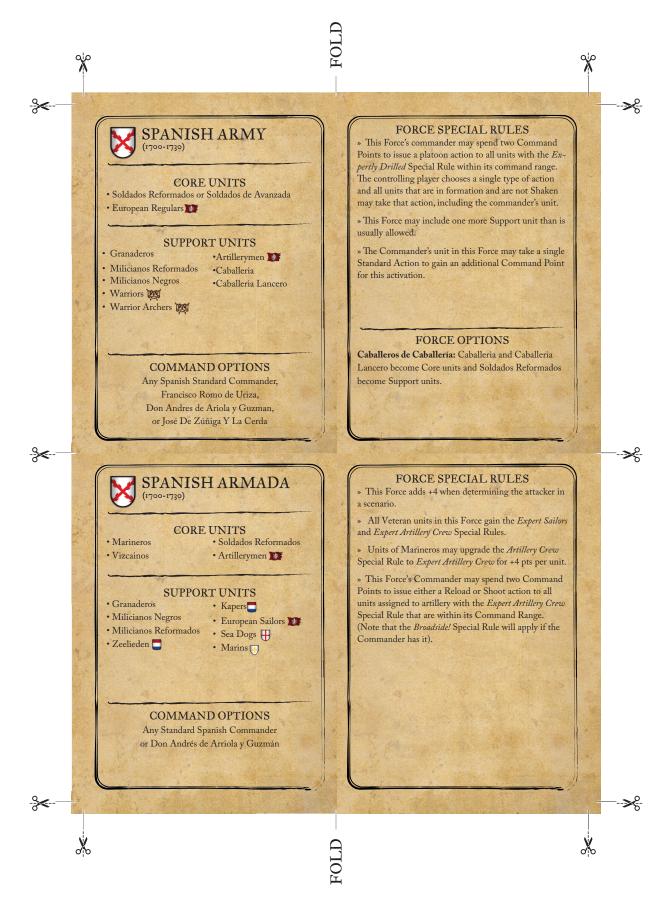




FORCE SPECIAL RULES GOLDEN AGE PIRATES » If this Force is the defender in a scenario, roll a D10. On a 7+, this Force begins the game with Drunk scenario special rule (pg. 143 of the Blood & Plunder CORE UNITS · Pirates • Marineros 🔀 » If this Force is the attacker in an amphibious or sea · Sea Dogs • Zeelieden scenario, it may fly false colors to deceive the opposing force. Roll a d10 at the start of each turn. On a 7+ the • Marins 🕒 • Roundsmen 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 SUPPORT UNITS Force attacks first or moves within 12" of an enemy • European Sailors 😿 • Later Flibustiers 🕒 · Warrior Musketeers • Jamaican Privateers African Warriors •Pressed Men » 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 COMMAND OPTIONS Fortune Point. Any Standard Pirate Commander, Edward FORCE OPTIONS "Blackbeard" Teach, Charles Vane, Stede Bonnet, Grapeshot: All cannons in this Force may add "Calico" Jack Rack-ham, Olivier "La Buse" Levasseur, Grapeshot (see Equipment in the Blood & Plunder rule Bartholomew "Black Bart" Roberts, Samuel "Black Sam" book) for free, but may fire using only Grapeshot for Bellamy, Black Caesar, Benjamin Hornigold, Henry the duration of the battle. Jennings, John James, John Quelch, or Louis Guittar. -}<->₹ FORCE SPECIAL RULES CAESAR'S MEN » 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. CORE UNITS » If this Force is the attacker in an amphibious or sea · Pirates • Marineros 🔀 scenario, it may fly false colors to deceive the opposing · Sea Dogs • Zeelieden force. Roll a d10 at the start of each turn. On a 7+ the • Marins 🕕 • Roundsmen 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 SUPPORT UNITS Force attacks first or moves within 12" of an enemy unit. · Warriors • Later Flibustiers 🔠 » If this Force is the attacker in a scenario, once per • Warrior Musketeers • Jamaican Privateers game the controlling player may discard all the Acti- African Warriors •Pressed Men vation Cards in their hand and replace them with the same number of new cards without spending a Fortune » All units in this Force gain the Ruthless Special Rule. COMMAND OPTIONS Black Caesar

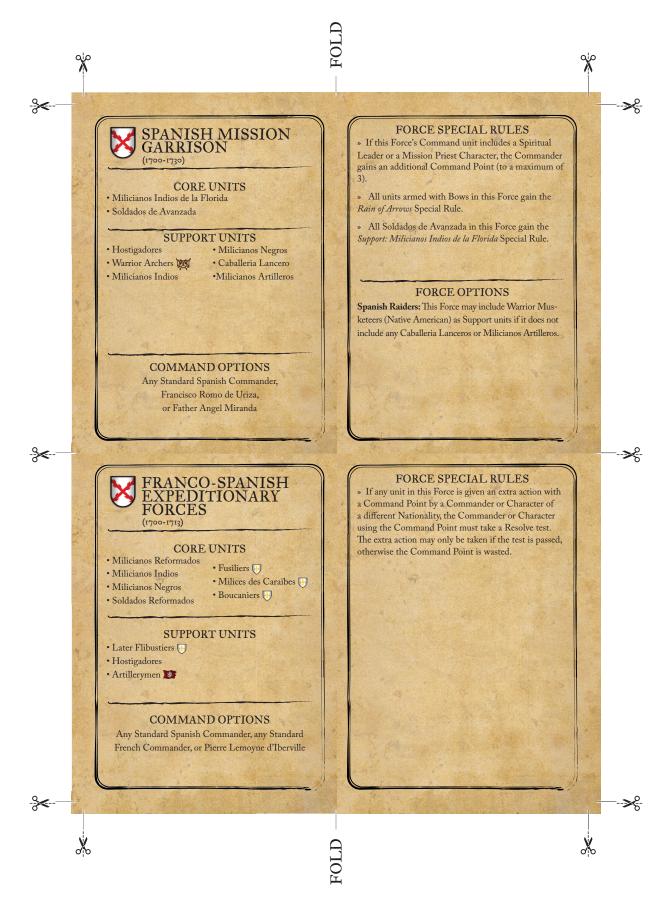
















FORCE SPECIAL RULES **GUARDA COSTAS** » This Force adds +2 to its roll when determining the attacker in a scenario. » All Core units in this Force with the Sailors Special CORE UNITS Rule replace it with the Expert Sailors Special Rule. · Milicianos Reformados · Marineros » All units in this Force may re-roll a failed Throw · Vizcainos · Corsarios Grapples test once per turn. » All units in this Force gain the Poorly Equipped SUPPORT UNITS Special Rule. • Milicianos Negros • European Sailors » All ships in this Force move 1" more when moving Milicianos Indios •Sea Dogs with Sweeps. • Zeelieden 🗖 •Jamaican Privateers FORCE OPTIONS Kapers 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 COMMAND OPTIONS units and units of the chosen Commander's Nationality from Any Standard Spanish Commander, Archibald those in the Support units list for this Force become Core MacDonnel, Don Andrés de Arriola y Guzmán, or 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. Amaro "Pargo" Rodriguez Felipe -}<->₹ FORCE SPECIAL RULES REFORMED » This Force may deploy a single unit with the SPANISH MILITIA Hidden, Elusive, or Skirmishers Special Rule following the Lay in Wait rules in the Scenarios section of the Blood & Plunder rulebook (p. 144). CORE UNITS • Milicianos Reformados • Hostigadores FORCE OPTIONS · Milicianos Negros · Caballeria Cinquentaine: Caballeria Lancero units become Core • Lanceros units in this Force, and at least half of the units in this Force must be Caballeria Lancero units. The Com-SUPPORT UNITS mander in this Force must also be mounted · Soldados Reformados · Artillerymen Guerilla Fighters: This Force may include Milicianos · Soldados de Avanzada Indios as Core units and may deploy up to half of its units · Caballeria Lancero • Milicianos Indios 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 COMMAND OPTIONS wasted. This Force may not include Soldados

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



Reformados

Armadillas: Marineros become Core units. Caballeria

units may not be included in this Force.





