



MAROONS

FACTION RULES

GUERRILLA FIGHTERS: Once all Characters have been deployed by all players, all Characters in this Company may Move 4" from their current positions.

MASTER SKIRMISHERS: Once per game, after rolling for Initiative but before starting the Activation Phase, the player controlling this Company may spend 2 Fortune Points to give every Unengaged Character in this Company a free Move action. This action may not be reacted to, even if it takes it through an opposing Character's Threat Zone.

PORT ROYAL

PLAYER	INFAMY	PIECES	WINS	LOSES
STORES				

OFFICERS

NAME	INF	EXP	FT	ST	RS	SPECIAL	INJURIES	DURATION
OFFICER TYPE	XP					EQUIPMENT		
NAME	INF	EXP	FT	ST	RS	SPECIAL	INJURIES	DURATION
OFFICER TYPE	XP					EQUIPMENT		
NAME	INF	EXP	FT	ST	RS	SPECIAL	INJURIES	DURATION
OFFICER TYPE	XP					EQUIPMENT		

CREW

CREW TYPE	INF	EXP	FT	ST	RS	SPECIAL	CREW MEMBERS	EQUIPMENT
	XP							
CREW TYPE	INF	EXP	FT	ST	RS	SPECIAL	CREW MEMBERS	EQUIPMENT
	XP							
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	XP							