# MAROONS

PORT ROYAL

## FACTION RULES

**Guerilla 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.

| 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 |
|---|---|---|---|---|---|---|---|---|
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OFFICER TYPE

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EQUIPMENT

| NAME | INF | EXP | FT | ST | RS | SPECIAL | INJURIES | DURATION |
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OFFICER TYPE

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EQUIPMENT

## CREW

| CREW TYPE | INF | EXP | FT | ST | RS | SPECIAL | CREW MEMBERS | EQUIPMENT |
|---|---|---|---|---|---|---|---|---|
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| CREW TYPE | INF | EXP | FT | ST | RS | SPECIAL | CREW MEMBERS | EQUIPMENT |
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| CREW TYPE | INF | EXP | FT | ST | RS | SPECIAL | CREW MEMBERS | EQUIPMENT |
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