



SIR WILLIAM PHIPS

HISTORIC COMMANDER

25

May lead North American English Militia



COMMAND
RANGE **16"**

COMMAND
POINTS **2**

MAIN WEAPONS

Pistol and Standard Melee Weapon

HIGH STANDING

GOD'S BLESSING OR THE DEVIL'S LUCK
INSPIRING | SAILORS

HIGH STANDING: Due to physical limitations, inexperience, or arrogance, this Commander does not move quickly or participate in acts of subterfuge. When a Commander with *High Standing* is attached to a unit with *Elusive*, *Quick*, *Scouts*, *Skirmishers*, or *Hidden*, that unit loses those Special Rules as long as the Commander remains attached.

GOD'S BLESSING OR THE DEVIL'S LUCK: A force led by this Commander starts the game with 4 Fortune Points.

INSPIRING: All friendly units within the Command Range of this Commander may re-roll any failed Rally test results when the commander's unit is active.

SAILORS: A unit with this Special Rule can pass ship Advanced Maneuver and Sail Setting Tests on a 5+.