

!

Support units exceed maximum (half of core units)

Force total points: 150 / 100; 25 models (Strike point at 6/12/18)

DEORCE
BYLDER

Spain [undefined -]

Spanish Army

1701-1730

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 Rules 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.

☐ Caballeros de Caballeria

Caballeria and Caballeria Lancero become Core units and all other Core units become Support units.



Experienced Standard Spanish Commander

Details:

May choose 1 Special Rule from the Spanish Commander List.

» Commodore

» Broadside!

- » Inspiring
- » Resilient
- » Swordsman
- » Castilian
- » Guerilla Commander
- » Well-Equipped
- » Bold
- » Delay Tactics

Command Range & Points:

8", 2pts

Main weapons:

Armed as attached unit

Ruthless

Soldados Reformados

Core Unit

Trained

(5 mod @ 6 pts, -4 pts) = 26

Main weapons: Firelock Muskets, Socket Bayonets, and Standard Melee Weapons

Fight: 5/6

Shoot: 6/7

Resolve: 5

Unit Options:

Unit may exchange Socket Bayonets for Plug Bayonets for -4 points (not per model).

Special Rules:

Ruthless, Fast Reload, Expertly Drilled

Soldados Reformados

Core Unit

Trained

(6 mod @ 6 pts, -4 pts) = 32

Main weapons: Firelock Muskets, Socket Bayonets, and Standard Melee Weapons

Fight: 5/6

Shoot: 6/7

Resolve: 5

Unit Options:

Unit may exchange Socket Bayonets for Plug Bayonets for -4 points (not per model).

Special Rules:

Ruthless, Fast Reload, Expertly Drilled

Granaderos

Support Unit

Trained

(6 mod @ 8 pts-1, -4 pts) = 38

Main weapons: Firelock Muskets, Socket Bayonets, and Standard Melee Weapons

Fight: 5/6

Shoot: 6/6

Resolve: 5

Unit Options:

If this unit does not exchange Socket Bayonets for Plug Bayonets and carries no explosives, reduce the unit (not each model) cost by 4 points.

Unit may be downgraded to Trained for -1 point per model.

Special Rules:

Ruthless, Fast Reload, Expertly Drilled, Unwavering

Granaderos

Support Unit

Trained

(6 mod @ 8 pts-1, -4 pts) = 38

Main weapons: Firelock Muskets, Socket Bayonets, and Standard Melee Weapons

Fight: 5/6

Shoot: 6/6

Resolve: 5

Unit Options:

If this unit does not exchange Socket Bayonets for Plug Bayonets and carries no explosives, reduce the unit (not each model) cost by 4 points.

Unit may be downgraded to Trained for -1 point per model.

Special Rules:

Ruthless, Fast Reload, Expertly Drilled, Unwavering

Expertly Drilled

This unit has the Drilled special rule. If activated with SPADE or HEART and makes a successful Dedicated Shoot in formation, the defending unit must roll an additional d10 when taking its Fatigue Test from this attack.

Fast Reload

If this unit is activated with a SPADE, and it is not engaged in a Melee Combat, it may take a free Reload action with Small Arms.

Ruthless

This unit adds -1 to Shoot Tests with Small Arms (but not Explosives), and to Fight Tests against units with more Fatigue than this unit. If Range attack into Structure section with 2 enemy units, Ruthless is determined for both using unit with greatest Fatigue. Likewise with Melee with two enemy units.

Unwavering

If this unit begins an activation Shaken, it immediately removes a point of Fatigue. If this would leave it with 2 points of Fatigue or less, it is no longer Shaken and may take actions normally.

Ruthless

This unit adds -1 to Shoot Tests with Small Arms (but not Explosives), and to Fight Tests against units with more Fatigue than this unit. If Range attack into Structure section with 2 enemy units, Ruthless is determined for both using unit with greatest Fatigue. Likewise with Melee with two enemy units.

Character - Surgeon/Medicine Man (Hostage/Advisor) (1 @ 6) = 6

Details: Nationality: Any

Command Range: 4"

Command Points: 1 (Rally Action Only)

Special Rules: None

Extra Abilities: After this Character removes at least one point of a Fatigue from a unit with its Command Point, roll a separate d10 and on a result of 9-10, return a model to that unit that was previously removed as a casualty.