

# Blood & Plunder

# BFORCE

# BVILDER

Force total points: 153 / 150; 28 models (Strike point at 7/14/21)

Unaligned & Peripheral Powers [Adepticon Maroons - d17551dc]

## Maroons

1655-1800

### Force Special Rules:

- » If this Force is the attacker in a scenario, it may choose to have the Night (Limited Visibility) scenario rule in effect.
- » If this Force is the defender in a scenario, it may place up to half its unit using the Lay in Wait scenario rule.
- » This Force may not include ships size 2 or larger.
- » If a unit in this Force started an activation more than 8" away from a unit that is charging, apply a +1 penalty to any defensive attack made before the Charge action.
- » All units in this Force gain the *Hidden* Special Rule.

☐ Brazilian Quilombolas

Warrior Archers and Lanceros become Core units and Coromantee Warriors become Support units. This Force's Commander gains the *Castilian* Special Rule.

☐ Jamaican Maroons

African Warriors gain the *Poorly Equipped* Special Rule instead of *Slow Reload* when armed with Muskets.

☒ Suriname Maroons

Warrior Archers become a Core unit and Warriors become a Support unit. All units in this Force gain the *Ruthless* Special Rule.



## Untested Unaligned Renegade Commander

Command Range & Points:

4", 1pts

Main weapons:

Armed as attached unit



## African Warriors

Core Unit

Trained

(7 mod @ 6 pts) = 42

Main weapons: Bow and Standard Melee Weapon

Fight: 6/6

Shoot: 6/6

Resolve: 5

### Unit Options:

Unit may add Pistols for 1 point per model. Not with muskets

Unit may remove Bows for -1 point per model.

### Special Rules:

Skirmishers, Elusive, Scouts, Quick



## African Warriors

Core Unit

Trained

(7 mod @ 6 pts) = 42

Main weapons: Bow and Standard Melee Weapon

Fight: 6/6

Shoot: 6/6

Resolve: 5

### Unit Options:

Unit may exchange Bows for Firelock Muskets (and the gain the Slow Reload Special Rule) at no cost. Not with pistols.

### Special Rules:

Skirmishers, Elusive, Scouts, Quick



## Warrior Archers

Core Unit

Trained

(3 mod @ 5 pts) = 15

Main weapons: Bow and

Standard Melee Weapon

Fight: 6/8

Shoot: 5/6

Resolve: 6

### Unit Options:

### Special Rules:

Scouts, Hidden, Evade



## Warrior Archers

Core Unit

Trained

(3 mod @ 5 pts) = 15

Main weapons: Bow and

Standard Melee Weapon

Fight: 6/8

Shoot: 5/6

Resolve: 6

### Unit Options:

### Special Rules:

Scouts, Hidden, Evade



## Warriors

Support Unit

Trained

(6 mod @ 4 pts) = 24

Main weapons: Heavy Melee

Weapon and Standard Melee

Weapon

Fight: 5/7

Shoot: 6/6

Resolve: 6

### Unit Options:

Unit may exchange Heavy Melee Weapons for Thrown Weapons at no cost.

### Special Rules:

Skirmishers, Scouts, Quick, Hidden

## Elusive

This unit may add a -1 bonus to its Ranged Saves if all its models are in Cover (but not inside a structure)

## Evade

When charged or if activated while engaged in Melee combat, this unit may gain one Fatigue to take a Move action to move away from any units that are charging or it is engaged with. When being charged, this can be done instead of making a Defensive Attack. The charging unit is still moved whether the Charge was successful or not. This unit may use this ability even if it would cause them to become Shaken, but they do not fall back a second time as a result, nor will they Go Prone.

## Hidden

If a Hidden unit is 12" or more from an attacker and in Cover (or if Limited Visibility is in effect), attacking units add a +1 penalty to all Ranged attacks against that unit, and any Special Rules that allow a Ranged attack to hit on an 11+ are negated. This rule has no effect if the unit is within a Structure, and is negated by the High Standing Special Rule.

## Quick

If this unit is activated with a SPADE, and it is not Engaged in a Melee Combat, it may immediately take a free Move action.

## Scouts

This unit may move through rough area terrain (not inside structures and not while Climbing) without the -1" move penalty

## Skirmishers

When this unit is activated with a SPADE or HEART: 1- if unit takes a Move action then attempts one or more Ranged attacks, it may take a free Move action back to its original position after the ranged attacks are resolved. 2- if the unit Charges an enemy unit it may take a free Move action back to its original position after the free Fight action resolved. In this case, the enemy unit cannot pursue the Skirmisher unit.

### Sharpshooter (1 @ 4) = 4

Details: Nationality: Any

Unit Restrictions: Any unit armed with any type of Musket

Command Range: -

Command Points: -

Special Rules: Marksmen, Deadeye

Extra Abilities: Roll a separate d10 (or one of a different color) for the Shoot test if the model representing the Sharpshooter is participating in a Ranged Attack using muskets. If the Sharpshooter's attack hits, the model taking the hit does not count as being in Cover.

### Musician (1 @ 5) = 5

Details: Nationality: Any

Unit Restrictions: Command unit only, but does not count toward one Character per unit limit.

Main Weapon: Standard Melee Weapon (cannot be upgraded).

Command Range: -

Command Points: -

Special Rules: Inspiring

Extra Abilities: At the start of the battle, the opposing force is affected by the Terror Special Rule, unless that force also has a Musician.

### 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.