

Blood & Plunder FORCE BUILDER

Force total points: 206 / 200; 45 models (Strike point at 11/22/33)

Golden Age Pirates

1700-1730

Force Special Rules:

- » If this Force is the defender in a scenario, roll a D10. On a 7+, this Force beings the game with the Drunk Special Rule (pg. 143 of the Blood & Plunder rulebook).
- » If this Force is the attacker in an amphibious or sea scenario, it may fly false colors to deceive the opposing force. Roll one d10 at the start of each turn. On a 7+ the ruse is discovered and has no effect, so no further rolls are made. Otherwise, no unit in this Force may be attacked by any enemy units this turn unless a unit in this Force attacks first or moves within 12" of an enemy unit.

Grapeshot

All cannons in this Force may add Grapeshot (see Equipment in the Blood & Plunder rule book) for free, but may fire using only Grapeshot for the duration of the battle.

Pirates

Core Unit

Trained

(12 mod @ 3 pts, +6 pts) = 42

Main weapons: Brace of Pistols & Standard

Melee Weapons

Fight: 7/7

Shoot: 7/7

Resolve: 6

Unit Options:

1 of 3 models may add Blunderbusses at no cost.
1 out of 4 models may add Firepots or Stinkpots for 2 points per model (not with other explosives).

Special Rules:

Artillery Crew, Sailors, War Cry

Pirates

Core Unit

Trained

(12 mod @ 3 pts, +6 pts) = 42

Main weapons: Brace of Pistols & Standard

Melee Weapons

Fight: 7/7

Shoot: 7/7

Resolve: 6

Unit Options:

1 of 3 models may add Blunderbusses at no cost.
Unit may exchange Brace of Pistols for Buccaneer Guns for no cost (and gain the Ball & Shot Special Rule).
1 out of 4 models may add Firepots or Stinkpots for 2 points per model (not with other explosives).

Special Rules:

Artillery Crew, Sailors, War Cry

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Command Range & Points:

8", 1pts

Main weapons:

Brace of Pistols & Standard Melee Weapon

High Standing Motivated Resilient Indomitable

Pirates

Core Unit

Trained

(4 mod @ 3 pts) = 12

Main weapons: Brace of Pistols & Standard

Melee Weapons

Fight: 7/7

Shoot: 7/7

Resolve: 6

Unit Options:

1 of 3 models may add Blunderbusses at no cost.

Special Rules:

Artillery Crew, Sailors, War Cry

Pirates

Core Unit

Trained

(4 mod @ 3 pts) = 12

Main weapons: Brace of Pistols & Standard

Melee Weapons

Fight: 7/7

Shoot: 7/7

Resolve: 6

Unit Options:

1 of 3 models may add Blunderbusses at no cost.

Special Rules:

Artillery Crew, Sailors, War Cry

Artillery Crew

If this unit is activated with a SPADE, it may take a free Reload action with Artillery that it is assigned to.

Sailors

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

War Cry

When this unit takes a free Fight action from a Charge, any units it charged and scored hits on must roll one additional D10 for the Fatigue Test.

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, Scout, or Skirmisher, or Hidden, that unit loses those Special Rules as long as the commander remains attached.

Indomitable

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

Motivated

When this commander uses a Command Point to give a unit an action, this commander's unit may take a point of Fatigue to give it an additional action.

Resilient

This commander's force may apply a -1 bonus to Strike Test rolls.

Square Sails

When performing the Tacking Advanced Maneuver, this ship rolls two for the Test and keeps the lowest result.

Staysails

When moving under sail to windward, this ship is never reduced to its lowest sail setting value that is greater than 0 (unless it is In the Wind's Eye). Use of Staysails is optional.

Sweeps

May move up to X" under oars while sails are set at speed 0" and the Sweeps are crewed.

Sloop of War (Brigantine, 1mod @ 17 pts) = 17

Ship model: Brigantine

Speed: 5"

Windward: -2"

Turn: 3"

Draft: 6

Size: 3

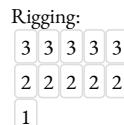
Deck 1 2 3

Sail settings: 5"/4"/2"/0"/A

Guns (8) 0 4 4

Swivels (6) 4 0 2

Traits: Staysails, Square Sails, Sweeps (2),



Upgrades: Fighting Tops (2 pts), Freshly Careened Hull (4 pts),

Grizzled Veteran (1 @ 6) = 6

Details: Nationality: Any

Unit Restrictions: None

Command Range: 3"

Command Points: 1 (may only give Rally as an extra action)

Special Rules: Battle Hardened and Tough

Extra Abilities: -

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.

Sharp-Eyed Lookout (1 @ 4) = 4

Details: Nationality: Any but Force must include a size 2 or greater ship

Unit Restrictions: None

Command Range: -

Command Points: -

Special Rules: None

Extra Abilities: When rolling to determine the attacker in a scenario, any Force that includes this Character may either re-roll their own die or force their opponent to re-roll their die. If both Forces contain a Sharp-Eyed Lookout, players may only choose to re-roll their own die.

Standard Bearer (1 @ 3) = 3

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: -

Extra Abilities: - The Commander that this model is attached to gains an additional Command Point that may only be used for Rally actions.